
ZELDA SECRETS: FINISH THE GAME 100%
ALL THE LATEST TIPS AND CHEATS
computer and video games
CVG 1-456
WORLD'S 1ST REVIEW
ROLLCAGE
EXPLOSIVE RACING ON PC AND PLAYSTATION
METAL GEAR SOLID
PLAYSTATION GAME OF '99 REVIEWED!
SONIC ON DREAMCAST
HEAD-BUSTING GRAPHICS! INCREDIBLE SPEED!
MARCH '99
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Nº 1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 208


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LEGO Technic
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ANALYSIS: Ice Slizer lives in a continent of ice and snow. He has to cope with the extreme cold and the constant threat of avalanches. He must also try and avoid the giant furry beasts that inhabit this harsh environment.
MISSION: Collect ice crystals. Defend continent from Judge Slizer.
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SONIC ADVENTURE

Dreamcast

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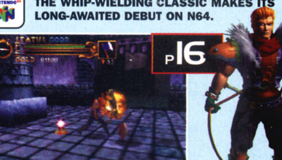
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FREEPLAY

FREE 16-PAGE MAG ON (ALMOST) FREE PAPER!



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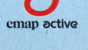
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THIS CVG BELONGS TO ....

BLINDING GOOD FUN!

YEE-HAW! I'M HAVING A WH-ALE OF T-IME! TOOT TOOT!

I've been into games for 15 years, but never been so excited as I am now. The most amazing titles have only just been made available to the world: *Zelda*, and *Turok 2* on Nintendo, *Metal Gear* on PlayStation, and *Sonic* on Dreamcast. Between times I'm hooked on Game Boy Color. Basically, I'm totally made up!

Don't listen to anyone who tells you any different. 1999 is the biggest and best year for video games ever. But it's the stuff we can't tell you about yet that's going to really drive it home.

Excitement vampires bite hard!

PAUL

OUR GUARANTEE OF QUALITY

We're crazy about games on this magazine. This is the thanks you get for supporting our cause:

USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.

KNOCKOUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.

WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.

WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. *CVG* is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

WE THINK IT HELPS THAT YOU KNOW WHO'S WRITING THIS STUFF. JUST DON'T LAUGH.

PAUL DAVIES



EDITOR

CURRENT FAVE GAMES:
- ZELDA
- TUROK 2
- POKÉMON
- SONIC ADVENTURE

Before games, Paul used to burn creepy-crawlies with matches.

ALEX HUHTALA



STAFF WRITER

CURRENT FAVE GAMES:
- SONIC ADVENTURE
- ZELDA
- 'COASTER TYCOON
- METAL GEAR SOLID

Alex got a bang out of being Elvis Presley in the bathroom mirror.

ED LOMAS



SENIOR WRITER

CURRENT FAVE GAMES:
- SONIC ADVENTURE
- CHAO ADVENTURE
- F-ZERO X
- QUAKE

Lomas did nowt before games, except eat sweets, and listen to Floyd.

STEVE KEY



SENIOR WRITER

CURRENT FAVE GAMES:
- ZELDA
- ROLLCAGE
- QUAKE
- PREM MAN '99

Looking back, Steve enjoys remembering people he's offended.

ABDUL MONTAQIM / NICOLA CHUBB



PROD EDITOR (ABDUL MONTAQIM)

CURRENT FAVE GAMES:
- FUTURE COP LAPD
- TETRIS
- ROLLCAGE
- ISS PRO '98

Basically Abdul hadn't played a single game until last year!

ART EDITOR (NICOLA CHUBB)

CURRENT FAVE GAMES:
- TETRIS
- ROLLCAGE
- RIDGE RACER 4
- SONIC ADVENTURE

After joining CVG, Nicola admits video games are not bad actually.

TONY CORMACK



DESIGNER

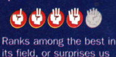
CURRENT FAVE GAMES:
- TOCA 2
- TETRIS
- ISS PRO '98
- CONNECT 4

Games can't stop, won't stop, Tony from talking endlessly.

CVG RATING SYSTEM

5 ...EXCELLENT (HIGH FIVE!)

Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4 ...VERY GOOD



Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 ...PRETTY BAD

Unlikely to be especially original or overflowing with exciting features – there are better examples available. Or a clumsy attempt at a new concept.

1 ...POOR



Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.





NEWS

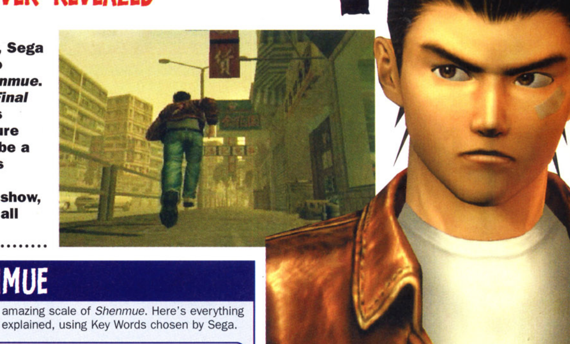


SHENMUE ON DREAMCAST
• NEW 'BEST GAME EVER' REVEALED

On Dec 20th at the National Convention Hall of Yokohama, Sega held a special presentation to announce a new masterpiece – *Shenmue*.

This will be for Dreamcast what *Final Fantasy VII* was for PlayStation. It's seriously the most realistic adventure game ever produced, which should be a massive hit for Dreamcast when it's released in Japan this Spring.

CVG attended the special launch show, where Yu Suzuki himself explained all about his revolutionary new game.



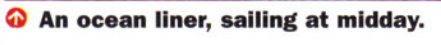
SHENMUE

There are many vital concepts that need to be understood in order to appreciate the amazing scale of *Shenmue*. Here's everything explained, using Key Words chosen by Sega.

TIME CONTROL

The *Shenmue* world is directly affected by time. Not just the time of day, but the time of season too. Locations are different morning, noon, and night; Spring, Summer, Autumn, or Winter. When you go is as crucial as where you go.





An ocean liner, sailing at midday.



Same boat, this time seen at dusk.

MAGIC WEATHER

The weather changes in real-time, and the affect it has occurs in real-time. As the snow falls it begins to settle, the roads turn white and the accumulating snow gets thicker on top of everything.



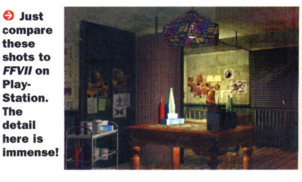
It's snowing. It's snowing really hard!



Look how the layers of snow build up!

ROOMS

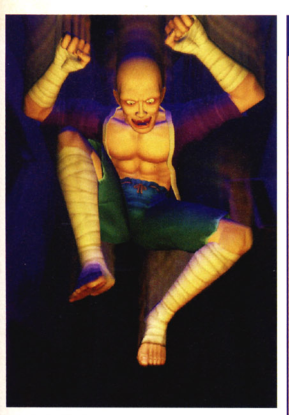
There are a lot of rooms but each one has been hand-designed with astounding detail for unprecedented realism. Where you go and what you do is up to you. You can use a phone, play a tape recorder, read books. It's almost limitless.



Just compare these shots to *FFVII* on PlayStation. The detail here is immense!



Not only is it so rich, but you can pick up nearly every item and examine it. It's hard to believe!



QUICKTIME EVENT SYSTEM (QTE)

The action portions of the game are revolved with the QuickTime Event system. This involves a symbol appearing on the screen which represents one of the buttons on the pad or an arrow key. You must press it while the symbol is still being displayed.

If you succeed, you can continue. But if you fail too many times, something bad might happen. For example, when you are chasing someone through a shipyard, you must avoid many hazards, such as people carrying crates and boxes stacked in your way.

By pressing the buttons correctly in order you'll be able to dodge round them or jump over them. But if you fail, you'll trip over or bump into someone.





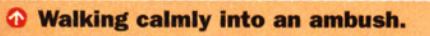
The hero is chasing a thief, but almost gets knocked down!

Here you must escape while hand-cuffed to somebody else!

QTE BATTLE

The above system is also used for the fight scenes, which become just another kind of event. Less than 5% of the game involves fighting. By correct timing you'll be able to perform a variety of cool fighting techniqes. The sequences are pre-determined, so you can't control the actions yourself.





Walking calmly into an ambush.



Jackie Chan-style combat action!

INTERACTIVE

Games up to now have been split into two, with typical game screens and movies. The graphical difference is obvious and you have no opportunity for interaction. In Shenmue, this changes to the Play Mode and the View Mode. Graphically they are the same so you can't see any difference, except the view mode is shown in 'widescreen' with a thin black border at the top & bottom. In the view mode you can change the camera's viewpoint at will as the 'movie' is played so you have a different experience each time.



Close-up of a character's face in View Mode. This is the game!



This looks like a movie. But this is a game character! We can hardly believe it.

CONVERSATION

Talking to other characters for information is an important part of the game. Interaction is possible via options requiring either a simple 'Yes' or 'No' answer. The characters all react naturally, and speak in context to the situation you are in. There are no on-screen text messages – everything is spoken. Characters can also point the direction of things with the fingers, arms, head, and so on. As long as you are within speaking distance you can talk to them from any position.



Talking to people smaller than yourself requires some consideration.



THE GAME SYSTEM

Who you are, what you do, and why things are:



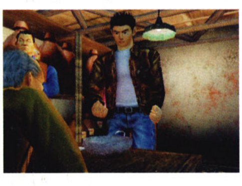
• You play Ryo Hazuki. Your father was mysteriously killed, so you end up going to China to find out the truth. While you are there you get involved in the game's main plot – which is still secret!



• Whatever happens, no two games will be the same and your experiences will be different from other people's who are playing the same game.



• It's a real-time, interactive world, so if you want to stay healthy you'll need to eat. And if you want to eat you'll need money to buy food. Money has to be earned by working, or won by gambling.



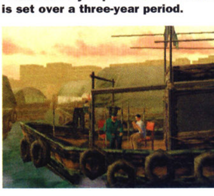
• In the game there are many various events – or mini-games – to keep you amused while you are on your quest. Getting a part-time job and gambling are just two of these kind of events.



• The game changes depending on the speed of your progress. For example, if your boat ticket is stolen, you might have to work for another three weeks to get enough money to buy a new one. During that time, the rainy season might start, so by the time you arrive at your destination, the pouring rain may have cancelled an outside market where you might have been able to buy something useful...

• Time is very important. The adventure is set over a three-year period.

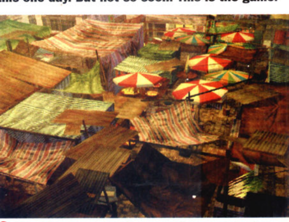








We knew we'd be exploring virtual worlds like this one day. But not so soon! This is the game.



No other game system could even get near rendering this scene, let alone as part of a game.

[TEKKEN 3.5 EXCITEMENT]

We hear that a new PlayStation version of *Tekken 3* is due for release in Japan SOON. The project is called *Tekken 3.5*, and is hinted to include re-modelled characters from *Tekken*, and *Tekken 2*. Imagine – Jun Kazama, Kazuya Mishima, and Michelle all re-drawn to look as good as Heihachi, Lei and Nina in *Tekken 3*!

This story may be related to an even more incredible 'rumour' – that an enhanced version of arcade *Tekken 3* is coming to Dreamcast! Apparently a graphically enhanced *T3*, along with versions of *Time Crisis 2*, and *Soul Calibre* will make their first appearance at the Tokyo Game Show in March.

Don't worry, we've booked the flight to Japan already!

[NEW N64 CASTLEVANIA]

There's already talk of a sequel to *Castlevania 64* in the works from Konami. It's an extension of the game that comes out this month, and features two 'new' characters. The reason we know so soon is because the sequel is the parts of the game Konami couldn't squeeze into part one.

Cornell, the wolfman, and Kola, a giant, originally had roles in the existing game but were cut because of memory constraints. Likewise the quests they undertake put too much strain on the game, so were removed. Don't know how soon *C642* is going to happen, but we'll keep you informed.


STAR WARS
ROGUE SQUADRON

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THE ISLE OF DOGS,
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WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

Mailbag

STAR LETTER WINS LOTS OF EXCLUSIVE GAMES AND GOODIES EVERY MONTH!



STAR LETTER

MY MUM IS LARA CROFT

Dear CVG,
Firstly we would like to say how cool your mag is and that it's the best on the market.

Anyway, regarding your computer look-a-likes, we have enclosed some photos of our mum who is Lara Croft and has completed all three *Tomb Raider* adventures.

She is 42 and is the best mum in the universe! She may not have big tits like Lara but at least she is real.
Luke & Alex Hall, sorry Luke and Alex Croft

CVG: Hope your mum knows you've sent us these pictures. If not, sorry Momma Croft! If anyone else thinks they look like a character from a game or want to embarass themselves, just send us those photos.

PRAISE A

Dear CVG,
I am not normally one to write letters to magazines, but I have just witnessed something that has simply urged me to put pen to paper. I have been playing video games for over 16 years, but I have never in my life been so amazed by a piece of software.

I am at this precise moment in time playing *Zelda 64* and have just entered the Kakariko Village graveyard. I'm wandering around, slowly reading the gravestones when a sudden pitter patter of drizzle begins to fall, then a huge thunderclap and a flash of lightning shoots from the sky and, to my amazement, the clouds open up and rain begins to fall. Absolute brilliance.

I realise that I have not even begun to scratch the surface of this amazing piece of software, but I am also aware that this has to be video gaming's finest hour.
Darren Griffins, Harrow

PRAISE BE

Dear CVG,
Having played most of the true gaming classics on all formats over the years, I have to say that when I purchased *Sonic* on the Dreamcast one week ago I never expected anything like what I have experienced over the past few days. *Sonic Adventure* is truly my greatest gaming experience ever. Yes, I have played the recent *Zelda* on my friend's N64, and I admit it's one hell of a game. It makes one want to buy an N64. But *Sonic* being a different genre anyway, makes all my gaming years worthwhile. This is what I've been waiting for.

Even when I replay previous levels, I am in awe of the beauty and genius gameplay this title exudes. Just to think I thought *Metal Gear Solid* was untouchable last month.

Don't get me wrong, I love my PlayStation but Sega have truly won back my confidence in their abilities with this release, even though the Saturn wasn't as bad as everyone would like to believe. I just hope that to secure the future of the Dreamcast, Sega continue to release titles of Sonic's calibre.
Adam Shaw, Kent

Stay out of the black, and into the red.

© Nintendo

NUMBER CRUNCHERS

Dear CVG,
Thanks to Sony, the games industry seems to be stuck in a rut. Looking at the recent and forthcoming releases for the PlayStation, it seems that we are being bogged down with sequels, such as *Tomb Raider 3, Crash 3, Tekken 3, Actua Soccer 3, Oddworld 2, Toca 2*... the list is endless! And let's be honest, they were good the first time, but this is beyond a joke. What's more funny is the public have been taken in by this, as reflected in the all format charts.

Being a PlayStation owner myself, I have enjoyed the original *Crash* and *Tomb Raider*, but after playing the many sequels I find them (dare I say it) dull! Based on this I am considering selling my PlayStation and sticking with my N64 and its original line-up. It's frustrating the way people have been brainwashed by Sony.

For Christmas I received *Zelda, Turok 2*, and *Spacestation Silicon Valley*. These are entertaining and fun games to play. Remember that PlayStation owners – FUN! It's what we buy a games console for, not the image it produces.

Anyone wanna buy a PlayStation?
SJW, Kent

Dear CVG,
Can I be the only PlayStation owner that feels pretty let down by the distinct lack of killer titles appearing in the UK this Christmas?

This time last year I was itching to get hold of *FFVII, Colony Wars, Overboard, Red Alert, G-Police, GTA, Time Crisis* etc. A year later I've bought both titles of interest, sequels to two of last years hits.

Now we have to wait to play PAL versions of *FFVIII, Soul Reaver, Quake 2, Silent Hill, Metal Gear Solid* and so on. Plus we had to endure the relatively poor *Tekken 3* earlier this year.

Even If I got my machine chipped you can't escape the fact that surely we deserve more than just the third instalments of *Tomb Raider* and *Crash Bandicoot*. I'm a die-hard PlayStation fan, but I'm being drawn towards *Turok 2* and *Zelda* on N64, plus the Dreamcast.

My advice to Sony is this: letting slip specs of PlayStation 2, no matter how damn sexy, won't provide me with quality entertainment NOW will it?
Ross Sillifant, Devon

Dear CVG,
I think it's ridiculous that there are so many sequels and not enough fresh ideas. Why are developers so reluctant to think up new ideas? If this continues, in 10 years' time, we'll be playing *Tomb Raider* 37 on the PlayStation 4. I think developers should make new games. Remember the good old days of *Tetris, Super Mario* and *Mario Kart*? Think how original and successful they were at the time. If you want to copy something, follow Nintendo's example.
Martin Reynolds, Glasgow

TOMB RAIDER 20
YOU WANNA SEE ME NUDE DO YA

From Dan Harris, CVG #207. Still looks like Ed.

CVG: Just three letters from many we've received on the same subject, brought on by a rather uninspiring line-up of software for the PlayStation this Christmas. Anyone else want to join the revolution?

CONSPIRACY THEORY

Dear CVG,
How much you do get from Sony to be biased against Sega and Nintendo? In Checkpoint for Nov-Dec, at least eight N64 games deserved to be highlighted as hot games in red, but only one was – *Legend of Zelda*. I assumed that *F-Zero X* and *Turok 2* got rubbish scores and weren't worthy of this prestigious honour, but lo and behold, they each scored 5/5 and 4/5 respectively. I can only assume that the chimps who type up your mag were totally p****d when writing this section.
Martin 'King of *Mario 64*' Baloch, Manchester

CVG: The red bars on Checkpoint are meant to indicate games that are essential – you'd

SHORT STUFF

Dear CVG,
THANK YOU for letting me understand gaming!
James Martin, Birmingham
CVG: You understand it? They're smarter than we thought. Pedal faster!

Dear CVG,
It really annoys me when even a fraction of my £2.50 is wasted on a letter from a "game historian" who doesn't even read CVG.
M. Simpson, Hants.
CVG: And you obviously don't look at the cover, and the price of the magazine!

Dear CVG,
Why send Ed Lomas to Japan? That does no justice to your great magazines reputation.
Chris Day, the boy from nowhere
CVG: They gave us Godzilla, we thought it was fair trade.

Dear CVG,
Do you know that giant poster of Lara Croft you gave away. The poster was fine, but the specs didn't work. Can you please send another pair?
Robert Howarth, Wigan
CVG: Fine, just send your eyeballs in so we can get the right lenses.

Dear CVG,
I am a proud owner of a Mega Drive and can't understand why mags never mention it.
Martin Smith, Aberdeen
CVG: Just for you Martin: Mega Drive, Mega Drive, no new games, Mega Drive. Happy? While we're on the subject... Jaguar, Lynx, Master System, NES, SNES, Neo Geo, Spectrum, Atari ST, Amiga, C64 and dare we say it – Saturn!

Dear CVG,
Why oh why did you rate *Turok 2* only 4/5?
Martin Kitts, Leeds
CVG: Why oh why do people who are complaining always have to use 'why oh why'?

be a fool not to own them. Now we don't know what your bank balance is like, but not everybody can afford to buy a game a week, so we try and keep the numbers of red hot games to as few as possible. As for the Sony bribe... don't be such a lemon!

SPLATTERHOUSE

Dear CVG,
I buy your magazine every month and have noticed that without fail your Mailbag is full of complaints and moaning about slipped release dates and people criticising your reviews.

I really feel I'm the only person with a genuine complaint. You see I suffer from motion sickness, which means I have missed out on some of the greatest games ever made *Goldeneye*, *Doom*, *Quake* etc.

So really, all I want to say is please, Rare and other top companies, please put a third person view option in your games it would make me so happy and even keep my dinner down.
Steven Ewart, Sunderland

CVG: If this is a genuine complaint we feel sorry for you Steven, if it's not we'll come to your house and play* Goldeneye*. First one to find a way to make you chuck wins.

MICHAEL DOUGLAS

Dear CVG,
I have always had a console, from Atari 2600 to N64, and I have always known that gamers are always looking forward to the next big thing, and eventually the "ultimate".

But deep down we'll never be happy – it'll never be enough. We'll always look nostalgically at the past and eagerly at the future.

What I'm trying to say is that there will never be the ultimate, it's unattainable, because there is always something else. But as far as mags go, CVG is the ultimate.
Andrew Young, Birmingham

CVG: Behold the zen-like wisdom of Master Young. Had a good look? Now put him back in the padded cell.

SMALL WONDER

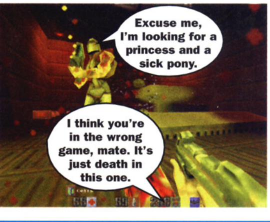
Dear CVG,
What's all this fuss about Game Boy Color? I've had the Mega Gear – the handheld Mega Drive, also known as Nomad – for years from the States. Is it true that the Game Boy Color is as powerful as the SNES, as I've heard of SNES cart adaptors for the machine on the Net?
Delilah Frisket, Leeds

CVG: GB Color is roughly five times smaller than the Nomad the batteries last much longer, and there's a massive library of games. As for SNES compatibility, it's doubtful, but would you have predicted a camera for the Game Boy a couple of years ago?

LAST MAN STANDING

Dear CVG,
After reading reviews of *Quake 2* in several different mags, all of which rated it as one of the best games ever, I got hold of a copy from a friend. I played for a few days, and yes it was quite good.

Yet I was constantly asking myself what exactly the point of the game was. I gave the game back the next day and decided that *Quake 2* was okay – but nowhere near the best game ever. It had no real storyline, no variety in its gameplay and apart from the occasional key to be found, or secret area, all there is to it is shooting! Despite great enemy intelligence, and a wide range of weapons, this just couldn't keep me interested for long.



I think that games like this are relying too heavily on violence. Violence and battle can make a great game, but when there is nothing but fighting, I think something has gone wrong.

Why are so many people worshipping games which are boring and the same all the way through? One or two games like this are acceptable, but today virtually half of all the new releases are along these lines. Bring back the original games that seem to be so scarce nowadays.
Anthony Errington, Lancashire

CVG: Perhaps you should have played it for longer than a day, and against some human opponents – which is what makes* Quake *really special. Plus, you should check out* Half-Life *– that seems like a game tailor-made to answer your* Quake *criticisms.

Dear CVG,
I am a little confused about *Zelda 64*, possibly the best game to grace the computer world. In your review you said that NES, SNES and Game Boy versions were available and that a Game Boy Color version was planned. Since I unfortunately don't own an N64 this was great news for me, but when I saw the cover it said only available for the N64. Can you help me get the facts straight?
Natalie Caswell, Aberdare

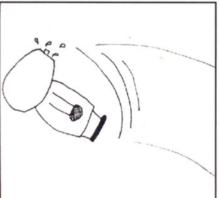
CVG: They are all different* Zelda *adventures, not the same game on different machines, but there are similarities. The new Game Boy* Zelda *is a colour revamp of the earlier* Link's Awakening *– now with extra features.

Dear CVG,
I am writing in response to the brilliant star letter in issue 206. I think that the way games are advertised can be very realistic, for example the *Tekken 2* ad, in which a person has markings all over his body, and goes insane when he loses. There has to be a better way of advertising games.
Leslie Pitt, Buckinghamshire

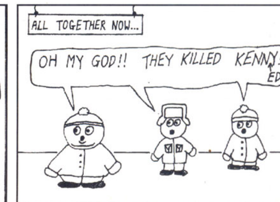
CVG: Some of Sony's ads have been classics, Nintendo's too. They have brought video gaming into the mass-market. We can't wait to see if Dreamcast can do the same.

SARCASM MODE: ON! DOMINIC RACKSTRAW PRESENTS THE GREATEST JOKE EVER!





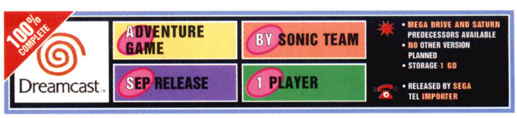




CAN YOU DO BETTER? WE HOPE SO! *Send your comic strips to MAILBAG, CVG, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ*

WIN LIMITED EDITION GAMING GEAR!





Sonic The Hedgehog's first proper game for years is finally finished, and it's an adventure of truly epic proportions!



Sega's hedgehog did big things for the company when his Mega Drive titles became some of the biggest sellers ever. After four full games and a selection of spin-offs, he graced the Mega-CD with one of its best games, then went a bit quiet.

The Saturn came with promises of the return of the mighty Sonic, but other than a compilation of Mega Drive games and an aborted *Bug*-style 3D platform game (*Sonic X-Treme*), Sega's saviour never appeared.

Instead, Sonic Team started work on the next generation of *Sonic* game using Sega's latest technology – resulting in *Sonic Adventure*. Can he once again help Sega to the top of the video games industry?

SIX OF THE BEST

Sonic Adventure is really six adventures in one. You can only play as Sonic to begin with, but through his adventure he bumps into friends who become playable later on.

Each character has their own storyline which crosses over with the others at various points, so the only way to know exactly what's going on is to finish the game with all six characters.

While Sonic's main concern is stopping Dr Robotnik, Knuckles is trying to collect the shattered pieces of the Master Emerald, Big The Cat is looking for his little froggy friend, and E-102 Gamma is attempting to discover his true self.

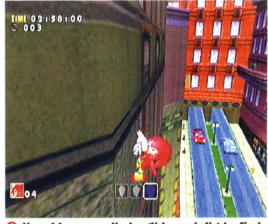
Each adventure plays very differently and will take quite a while to complete, and it's great to see the story from all the different points of view. Plus there's an extra-special character, who appears once all the main adventures are 100% complete, to round off the story!



Sonic is the ball on this giant pinball table! There's a great *NiGHTS* one too.



Tails has to race Sonic to the bottom of the mountain on his snowboard. Gnarly!



Knuckles can climb, glide and dig to find hidden pieces of the Master Emerald.



Amy gets chased a lot of the way by Zero, a big robot with a targeting device.



Big's fishing sections play a lot like Sega's great arcade game, *Get Bass!*



E-102 Gamma can hit multiple enemies with his lasers to earn time bonuses.



VARIETY CLUB

Each of the six characters' games consists of both action and adventure stages. While you'll spend some time travelling around, exploring, talking to people and solving puzzles, you also get sections which move at brain-troubling speeds, platform stages which require perfect control, and lots of mini games which require completely different skills.

Unfortunately, because of the large amount of Japanese text and speech in the adventure stages, anyone who doesn't understand the language will miss out on a lot of the story and handy clues. We strongly recommend you wait for an English version.



Adventure sections can be done at your own pace. You can run all the way to that temple, too!



Action stages are a combination of platform bits and amazing high-speed sections like this!

In the Lost World temple, Sonic can walk up magical walls – here we're looking straight down!



Just like Indiana Jones, Sonic has to outrun a giant rolling boulder.

MEGA MINI GAMES

Each adventure has a few Mini Games to play – something a bit different from the usual action and adventure stages. Here are some of the games you'll get to try out again and again:



The Boss Challenge Mini Game.



Race through gates on a snowboard!



All the characters can have a go at the Twinkle Circuit hover car racecourse.



Amy gets to play on Dr Robotnik's Sonic-smashing hammer game.



Sonic and Tails attack the Egg Carrier in a scene reminiscent of *Star Wars*!



As well as snowboarding, Sonic and Tails get to try out a bit of sandboarding!

GET A-LIFE!

The fantastic artificial life system created by Sonic Team for *NiGHTS* on the Saturn (A-Life) has been expanded brilliantly for *Sonic Adventure*. Cute creatures known as Chao live in special gardens located in the three main areas of the game, and more can be hatched from eggs hidden in the adventure levels. Each Chao has its own personality – some are cheerful, some miserable, some keep falling asleep, some just want to eat all the time, and so on.

Every time you destroy a Badnik enemy, a cute little creature is released from the robot shell. If you collect these, you can drop them off in a Chao Garden and use them to create your very own breed of Chao.

Simply carry a little animal over to a Chao and it'll transfer some of its attributes across – for example, using a rabbit might give your Chao big ears, a fluffy tail or long feet, while a peacock might give it a big fan of feathers. You can mix and match to make your Chao look exactly how you want.

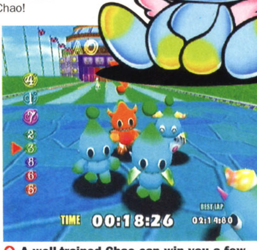
If you feed your Chao on the big nuts which grow on trees in Chao Gardens he'll eventually go into a cocoon and evolve into a more advanced, slightly bigger Chao!



Carry a creature from inside a Badnik to a Chao and it'll pass on some of its looks!



A healthy Chao will come out of a cocoon like this looking even better than ever.



A well-trained Chao can win you a few extra Sonic Emblems in the Chao Races.



When you've raised a Chao from the time it hatched, you can get quite attached to it! Each one has their own look and personality.



After evolving in a cocoon, a Chao is bigger, faster and more grown-up looking than before. This one looks a bit confused.

FREE GAME: CHAO ADVENTURE!

Once you've got a Chao, take him to the giant Visual Memory unit in Chao Garden and drop him into the hole to transfer him to your own VM, which should be plugged into your Dreamcast controller.

Now you can remove the Visual Memory and start a whole new game – *Chao Adventure*! After giving your little buddy a name, set him off on a journey across deserts, through oceans and up massive trees in search of treasure and adventure.

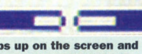
By winning bits of food in a simple memory game or by coming across treasure chests you can strengthen your Chao, ready to fight any evil Chao he may come across.

When your Chao is trained up, you can go back to Chao Garden in *Sonic Adventure* and enter him in a race against other Chao, either computer-controlled or from friends' Visual Memory units. This whole Chao sub-game is completely separate from the main *Sonic Adventure*, and is a wonderful feature. More please!









When you drop a Chao into the hole in this giant Visual Memory, he pops up on the screen and waves to say that he's made it to your VM unit in one piece! Now you can play *Chao Adventure*!



THE CHAOS THEORY

Sonic's adventure starts with a battle against Chaos, a mysterious ancient water creature recently discovered and adopted by the evil Dr Robotnik.

Chaos's first incarnation isn't too scary – although he has some impressive attacks, he can only stand three hits before disappearing. Later on, however, as Robotnik feeds him on the legendary Chaos Emeralds, Chaos grows and transforms into some of the weirdest and most terrifying game bosses ever!



At the very start of the game, Sonic has to save police riot troops from a small Chaos.



With two Chaos Emeralds inside him, Chaos is bigger and has completely new special attacks.



After four Chaos Emeralds, Chaos becomes this big aquatic beast. He's not too tough though.



With all six Chaos Emeralds absorbed, Chaos becomes a hideous morphing behemoth! Yikes!

THE EMBLEM CHALLENGE!

One reason Sonic Team's games are so great is that they don't finish once you reach the end – that's when they really get going! While it'll take a while to get all the way through all the adventures, the fantastic Emblem Challenges will keep you coming back again and again for more.

Each stage has a number of Sonic Emblems to collect – normally one is awarded to you for finishing a first time, another for finishing with 50 rings, and a final one for completing the stage within a tight time limit.

The challenges vary from character to character, and will certainly take a while to collect – we know there are at least 120 Emblems to be discovered, and a cool bonus is guaranteed for anyone good enough to collect the entire set.



Trial Mode lets you go back to any stage to win any Emblems you haven't collected yet.



Some Emblems can be found in the main adventure areas.



Big has to catch a fish which weighs 2000g to get an Emblem.



E-102 has to earn loads of bonus time to get Emblems.

SONIC BOOM!

Sonic Adventure is going to be one of the biggest Dreamcast games for the UK, so we'll be packing your brains with plenty more info on it before the proposed September launch. This is going to be a biggun.





PLATFORM | BY KONAMI | APRIL RELEASE | 1 PLAYER

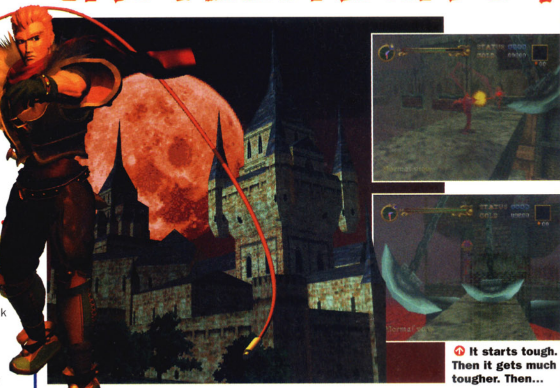
- VARIOUS PREQUELS AVAILABLE
- DREAMCAST VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY KONAMI TEL 01895 853 000

The latest in one of the best series of games ever is headed for N64. So dangerous you'll need a crucifix for protection!

CASTLEVANIA 64

We still think *Castlevania* on PlayStation is fantastic. So you can understand why we're looking forward to the first, fully 3D instalment of this Saga on N64!

The vampire-hunting escapades of the *Castlevania* games are legendary among game fans. Nailing vampire ass has become a classic theme. There have been loads of variations, replacing lead characters, and key items – only a couple have been less than perfect. But for N64 Konami have gone back to the roots of *Castlevania* cool.



It starts tough. Then it gets much tougher. Then...

CASTLEVANIA COOL

The world of *Castlevania 64* is fully 3D, just like *Zelda*, *Mario*, and so on. How you get around is pretty standard too – the 3D stick moves you at any speed in any direction. You can climb, crawl, and slide to get where you want, and keep out of harm's way. Where *Castlevania* leaves the rest behind is with the use of cool weapons, for use against seriously wicked bad guys!

YEAH: VAMPIRE HUNTERS!

It's either a guy or a gal who's going to help you thwart all evil, and get Dracula. Who you choose affects the course of this treacherous adventure. To experience it all, you'll need to go through at least once with each of the heroes.

REINHARDT SCHNIEDER

The man is Reinhardt Schneider. He's a descendant of the Belmont family, who have been hunting vampires for as long as anyone can remember. Schneider's main tool is a holy whip. He's a strapping lad, as you can see.



Players up to the challenge should select this guy. The holy whip magically targets the enemy, but it's tough when he's surrounded.

CARRIE FERNANDEZ

Slightly less robust, but no less deadly is Carrie Fernandez. She has psychic powers, which have unfortunately branded her as a witch! When Dracula awakes in his castle Carrie feels that it is her destiny to confront him.

Press and hold the attack button for a huge psychic blast! This homes in on enemies to kill them. Makes it much easier.

YEARGH: VAMPIRE SCUM

You need to see these guys, because, apart from anything else, *Castlevania* is notorious for its amazing creatures! We don't have names for all of these just yet, but we can tell you what they do. *Castlevania* bad guys always have cool animation, and they look better than ever in 3D.

CERBERUS



Will either bite you, or think 'what the hell, I'm from Hell' and toast your heroic ass with demonic fire. From Hell! He's got two heads, which only makes it worse for you.



LIGHT AND DARK

Just like *Zelda* on N64, the game play is affected by the time of day. Certain characters only appear at night, others during the day. This means that problems can only be solved at specific times and places. You also have plenty to think about, and lots of opportunities to admire the huge, detailed areas in the game.





Dark and mysterious. It's safer to go through these gates in daylight. Not much safer though.

Slapping skeletons by torchlight. It's a wonderful sight. Looks better at night. Wow!



Wouldn't be so spooky without the eerie light.

IN THE RIGHT HANDS

Castlevania 64 is on track to becoming another classic because the original development team is on the job. This is their first 3D game, so we shouldn't be over-optimistic. However, this same team also made *Super Probotector* (*Contra*) for Super NES, which is still bloody awesome. We wouldn't trust this title to anyone else.





If you've been a fan of *Castlevania* games since NES days, we guess you're slobbering like Ed Lomas over a bag of sweets.





SKELETONS



Sure to be a favourite. Hack off their legs, but their torsos pull themselves along the ground. Urgh! Urgh! Ak!

DRAGON BREATH



Giant skull of a dead, evil THING. Blows fire all over your ass. Sometimes you can whip out the flames though.

BOMB SKELETONS



With exploding skulls! Will you laugh, or curse as these crazies run after you, heads fizzing! Badoom!

BEHEMOTH





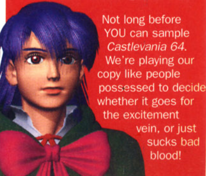
Awesome! This HUGE monster rolled out the wrong side of its pit. It's well angry! And well difficult.

Yes, THE death. Hard to target because it moves around so much. Slices you stupid with its Scythe!

DEATH



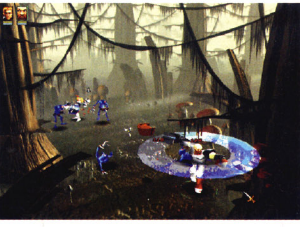
SMELL THE BLOOD



Not long before YOU can sample *Castlevania 64*. We're playing our copy like people possessed to decide whether it goes for the excitement vein, or just sucks bad blood!

CASTLEVANIA? NO, SHE WENT OF HER OWN ACCORD!





Infogrames take a leaf from the *Final Fantasy* book and attempt their own epic RPG. Early indications are very promising.



It takes a brave (or stupid) company to try and challenge *Final Fantasy VII*, but in *Silver*, Infogrames feel that they have all the right ingredients to give Square's classic game a run for its money.

The game looks and plays in a similar way. You have control of a central character, who runs around pre-rendered backgrounds, and you have a couple of buddies who can help when called into battle.

You play as David, a believer in good and evil, who has had his wife kidnapped by Silver, a rather unpleasant bloke by all accounts. He has caused a lot of aggro and basically you have to get in and sort it out, getting your wife back in the process. Off you go then...



The lighting effects are very impressive but not over the top.



Supergrass are to provide voices of the band in the pub!

CLEAN THOSE BALLS

Despite the many similarities with *Final Fantasy*, *Silver*'s control system is very much the opposite. It's not the standard point and click and wait for the computer to pull off the move.

You control the sword swipes or slashes by moving the mouse around. Left to right movements (or vice-versa) make David perform an circular sword swipe. Move forward with the button and he'll jab, and backwards does a backslash.

It's something that has been touched on by other games, and it'll be interesting to see if it works to the full potential in the finished game.





SPEAK AND SPELL

The magic in *Silver* also plays an integral part in the game. You have to find the relevant power-ups and learn the spells, of which there are eight orbs. There are two different types of spell as well – one which is directed at a specific enemy or target and the other which is cast in an area and effects anything in the immediate vicinity of the spell. The types of magic include Fire, Ice, Life (a healing power), Lightning, Earth (to create meteors), Acid (makes acid rain and acid bolts), Time (which slows enemies down) and Light. Light is the most powerful of all the eight orbs, and is the one that you should use the most.





The Dragon is not seen until the latter half of the game.

Spells have three power levels.



THE SILVER SURFER

It's been in development for over three years, has 250 pre-rendered screens and has 19 full time staff slaving away. We'll see if all that time and effort has fulfilled the early promise of *Silver* next month when we get it a full and extensive review.





95% COMPLETE

PC CD ROM / PlayStation

CAR CHASE | BY REFLECTIONS
MAR RELEASE | 1 PLAYER

• NO OTHER VERSION AVAILABLE
• MULTIPLAYER OPTIONS POSSIBLE ON PC
• STORAGE 1 CD
• RELEASED BY GT INTERACTIVE TEL 0171 565 7300

They makers of *Destruction Derby* are creating the most ambitious car game ever – and letting you direct the action!

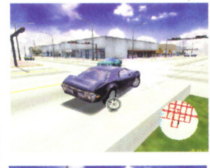
DRIVER

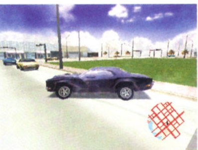
Fans of 70s TV classics like *Dukes of Hazzard* or *Starsky and Hutch* will love this game. But even if you have no idea about that decade, you'll still find *Driver* an exhilarating experience.

You are an undercover cop, doing jobs for the Mob – stealing police cars, helping bank robbers get away, doing whatever you're told. Your overall mission is to infiltrate the Mob and bring them down.

But you're on your own. The ordinary cops don't know what you're up to. They just see you driving crazy all over the city, down alleys and on sidewalks, jumping red lights and going the wrong way on a one-way street. And they're all out to stop you, by any means necessary.







You can position cameras all over the place to capture cool movies of your adventures.

WE'RE ON A MISSION FROM GOD

There are over 40 missions of varying difficulty, and they're all set in famous American cities – Miami, New York, San Francisco and LA. Some missions involve stealing police cars, others require driving members of the Mob from one place to another, there's even one where all you do is scare someone!

However, even straightforward missions can result in a monumental *Blues Brothers*-style pile-up. You're car is tougher than the rest and can withstand more damage than the cop cars, but none of the 15 cars in the game are indestructible and the cop cars really go for them.

You can choose to play in the story mode or the quick challenges. If you opt for the story, you'll progress from city to city, successfully completing missions and meeting various characters along the way. These jive-talking, afro-wearing characters are straight from the Seventies and appear in cut-scenes to move the story along.



You won't damage the car by just smashing a few objects.

But be careful, as it does take serious hits.

TAKE THE WHEEL – AND THE CAMERA!

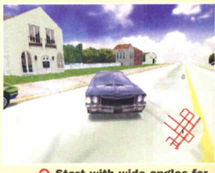
One of the coolest things about *Driver* is that you can "film" your car chase using as many cameras in as many positions as you want – then replay it. So not only do you star in the film, you direct the whole thing as well!

If the film isn't to your liking when it's replayed, you can go back and edit all the whole sequence frame by frame. In the hands of the right players, *Driver* could be used to create chase sequences worthy of any action movie.

There have been other games – notably, *Stunt Island* – with the "director" facility, but none as ambitious as this.

If Reflections can make the director facility accessible, and get the graphics right, *Driver* will surely be one of the bestselling car games of 1999.



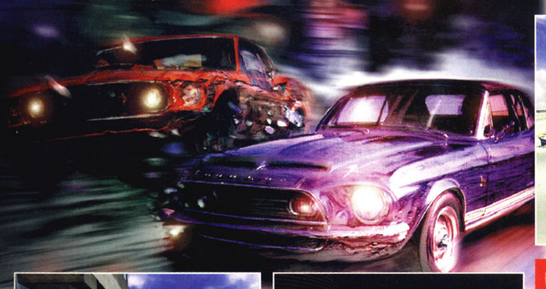


Start with wide angles for a truly cinematic look.

When there's action, move in close for a bit of detail.













THE STREETS OF SAN FRAN, MIAMI, AND LA...

Driver is a massive game, taking in some 20 miles of road in one part of Miami alone – never mind the other cities. It's a colossal programming task, but one that will result in players being able to use any route to go to any location shown in the city.

The cities that are being faithfully recreated by Reflections at the moment include New York, Miami, LA and San Francisco. And not only do you get the main streets and famous buildings, you also get the back alleys and dingy, deserted industrial estates. And remember you can go absolutely anywhere, using any route you want! A map at the bottom of the screen tells you where you are and where the cops are.

Some of the more famous American sites in the game include the Golden Gate bridge and Alcatraz in San Francisco, the Empire State building in New York, and the beaches in Miami.

Two jammy members of staff at Reflections were sent to the States to drive around and photograph the cities, so everything is as realistic and as accurate as the graphics will allow.

THOU SHALT NOT KILL

Reflections are keen to retain the sense of danger in *Driver* without resorting to gore, violence and destruction, or criminality.

This will help them to avoid an 18 certificate and differentiate it even more from games such as *Grand Theft Auto*.

And unlike *Carmageddon*, *Driver* will not enable players to kill pedestrians – a simple bit of code will make them jump out of the way of oncoming traffic. At the moment, they're a bit too casual, simply sidestepping speeding cars as if they were bits of dog-poo.

But when the game is finished, it's likely that they will fly out of the way in a variety of comical ways. They will also look around and watch the car chases as they happen.



Residential areas can be vandalised.

So can lamposts, but you can't hit people.

I'M GO'NA PULVERISE YO' ASS!

The cop cars in *Driver* are some of the most aggressive you'll ever see! The programmers haven't decided whether to tone them down a bit or provide the player with the option of selecting their level of aggressiveness.

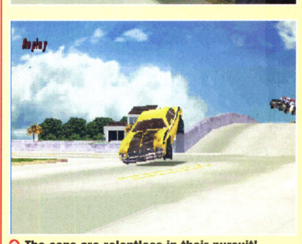
Either way, they're likely to be the most relentless law enforcement vehicles you'll ever play against. You can, if you want, be a wuss by ignoring the time limit given for your mission and driving around slowly, sticking to the speed limit and generally being a "good motorist".

This keeps the cops off your back, as they only come after you if you commit a serious offence – and even then, they only come after you if the offence is committed in front of them.

The cop cars are only slightly lighter than yours, and sustain damage more quickly, but there's a lot of them and they don't quit until they've stopped you. As with the rest of the game, the progressive damage done to all cars is as realistic as possible.

If you're a very good driver, you can actually "lose" the cops. If they can't see you, they can't chase you, but they'll continue to patrol the area, so you have to stay alert.





The cops are relentless in their pursuit!







DREAM DRIVE

Driver will definitely stand out from other driving games. It's certainly got the ideas behind it – now it's all down to how they're implemented.







90% COMPLETE
PC CD ROM

STRATEGY GAME	BY WESTWOOD
APR RELEASE	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDs
- RELEASED BY EA TEL 01753 549 442

The true sequel to *Command & Conquer* is almost here! We hook up with the GDI forces and take a closer look at their firepower.

COMMAND & CONQUER TIBERIAN SUN™



Set early in the 21st century, *Tiberian Sun* is the true follow-up to the original *Command & Conquer* – *Red Alert* was a prequel remember? As real-time strategy games go, *C&C* is one of the best, and this sequel is one of the year's biggest, most anticipated games.

This time out the notorious NOD leader Kane returns, he's back after being presumed dead at the end of the original *C&C*. Plus there's aliens, intent on terraforming Earth with deadly Tiberium. The Global Defence Initiative (GDI) is evacuating the world's population to the Antarctic, where Tiberium infestation is slower. The stage is set for an epic war!

THESE ARE THE GOOD GUYS!

To win the war against the Brotherhood of NOD, GDI need vehicles that can withstand the environment and ground troops that can adapt to the terrain. Buildings must be protected better than ever before, and the NOD forces aren't the only opposition to worry about.




GDI forces with a strategic attack on a bridge. Hit it enough times and watch it tumble.

VEHICLES



ORCA TRANSPORT

Aerial APC can carry infantry into battle, or evacuate them to safety quickly. Build Orca pads in your base for all airborne craft.

DISRUPTOR

This high-powered weapon concentrates sonic power into a devastating beam of high energy. So strong that it can rupture metal and destroy flesh!



HOVER MRLS

Multi-Rocket Launching System moves quickly over almost any terrain. Equally effective firing on land or aircraft. There's only one draw-back – the light armour.



ORCA CARRY-ALL

Just like the APC transport, the Carry-All is used to transport vehicles to and from the battlefield. A real workhorse for the GDI, Good Carry-All deployment and strategies can be the key to ensuring victory in battle.



MSV

Mobile Sonar Vehicle. These are used by GDI to detect the new NOD tanks that are capable of burrowing under-ground to spring a surprise. Also handy at detecting stealth units, but the range is limited and armour is weak.

INFANTRY & BUILDINGS



POWERED ASSAULT ARMOUR

Built to brave the harsh elements of Tiberium poisoned regions, these need skilled officers to operate them.



DROP POD LIGHT BATTLE INFANTRY

Fast troops. Can cover almost any terrain. Dropped into hot zones, their pulse rifles are weak but effective.



JUMP JET INFANTRY

Futuristic version of Rocket Infantry. Jet packs allow these troops to fly over obstacles, but they can be shot by anti-aircraft fire.

COMMUNICATIONS CENTRE

Buildings can be enhanced by adding upgrades. Ion Canon Control is one, and can be attached to your Comm Centre.



WAR FACTORY

Without this you might as well quit. Use this to construct hi-tech weapons. Many classified weapons only become available if you prove your skills.

POWER PLANT

Tiberium is found in places Ore would never go, so you have to be a lot more careful where you place buildings. As a space-saving device, upgrade pods with additional generators can be attached to power plants, with six separate slots of expansion available.




TAKE NO PRISONERS!

Our Special Forces are now on a mission to steal the important files, we'll bring you the low-down on NOD forces next month.





The chance to begin again, build a new world among the stars, and do a better job than down here on Earth...

ALPHA CENTAURI

Civilization is one of the biggest games ever to grace a PC. Putting you at the start of history, it asks you to raise tribes and survive. Along the way there are inventions to be discovered, and new civilisations to meet, wars to be fought and peace and trade to make. It's a completely engrossing game, and more versions are planned, with two separate sequels arriving this year. But what's all this got to do with *Alpha Centauri*?

The answer is simple, and it's to do with the name behind the game – Sid Meier, probably the greatest strategy game designer in the world, who along with Bryan Reynolds created *Civilization*. And now they bring you the 'unofficial' sequel!



It may not look exciting, but believe us, it is!

SOME BELIEVE...

The ultimate aim in *Civilization* is to reach the closest star to Earth, *Alpha Centauri*, paving the way for Man's colonisation of the stars. Of course, this is where *Alpha Centauri* starts, except plans have gone a little wrong.

The UN starship Unity arrives in the new sun's orbit, the captain is murdered and the crew splits into seven factions. The factions are led by very different personalities – each has their own philosophy on how to colonise the planet.

Each faction decides to take a colony pod from the ship and then land on a different part of the planet. This allows them to build a base. Due to the limited resources, they don't have the capabilities to leave the surface, and this is where the new game starts, familiar territory to any *Civilization* fan.





Your history is recorded on a giant temple.

Aliens of the planet can help or attack you.

THERE MAY YET BE BROTHERS OF MAN

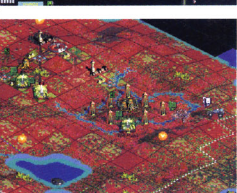
Alpha Centauri is a turn-based strategy game, where you must play as one of the seven tribes, and plan your survival in the new world. Once you build your first city you'll face a number of important options, what to build next, and what you should research.

The key to success lies in what you research, and in what order, because this research allows you to build new units. As you begin to explore the planet, you'll encounter the six factions.

When you meet, you can decide to make peace and trade, or wage war, especially if several factions warn you about another leader. Being diplomatic and respecting other factions earns you admiration, putting you on the path to being voted Supreme Leader – which is how you win the game.











CALLING OCCUPANTS

Alpha Centauri has everything – there's exploration, empire-building and conquest, plus all the smaller details that fill in the cracks. This is going to be good.





NINTENDO 64 | SHOOTING GAME | BY EUROCOM | MAR RELEASE | 1-4 PLAYERS | 90% COMPLETE

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY GT INTERACTIVE TEL 0171 565 7300

Mr Nukem is back on Nintendo 64 once again – this time he's kicking alien butt throughout history!

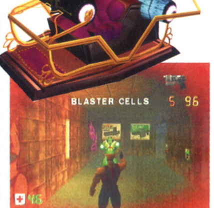
DUKE NUKEM: ZERO HOUR

Damn those alien scumbags. Not only have they come to our planet to steal our babes, now they're travelling around in time trying to change the future to their advantage!

Playing as the heroic Duke Nukem, you have to save present-day New York from the alien invasion, then travel back in time to get rid of them once and for all.

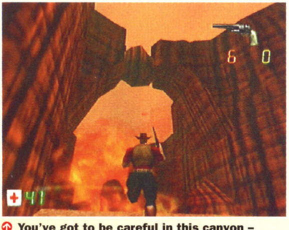
The aliens have set up camp in both the old Wild West and Victorian London – so you'd better get to work now if you're going to save the world once more.





NICE BUTT!

Eurocom have chosen to forget the original *Duke Nukem 3D*-style first-person view and instead use a *Tomb Raider*-style third-person view from just behind Duke. Obviously this changes the way the game plays quite a bit, though the recent *Duke Nukem: Time To Kill* on PlayStation should give you some idea of what to expect. Because it's harder to aim the guns quickly the action is slower than in most corridor games, but the level layout is better suited to this kind of thing.



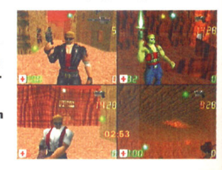
You've got to be careful in this canyon – boulders often fall down from the cliffs above.

FOUR DUKES A-KILLING...

As with the last *Duke Nukem* game on Nintendo 64, *Zero Hour* has a four-player deathmatch mode. The view changes back to the original first-person perspective when a group of people play at once to keep the speed up. Plus there are now some nice, small deathmatch levels to play on instead of just the enormous one-player stages.



Two-player deathmatches keep a lot of the detail from the main game.



There's even a deathmatch level called 'Goldenguy'...

SHARPEN UP

Duke Nukem: Zero Hour is another Nintendo 64 game to use the Expansion Pak for high-resolution graphics. In the 90% complete version we've been playing, the hi-res mode looks sharper than normal but is noticeably jerkier. When you're in the middle of a gunfight, the last thing you want is jerky graphics so we're hoping this will be smoothed out a bit for Expansion Pak owners who play the final version.



Expansion Pak-enhanced graphics mean more detail.



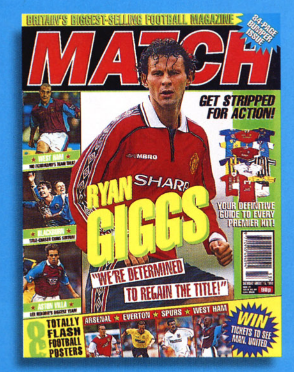
The sniper rifle's always fun!

OUTATIME!

Zero Hour is practically finished, so we should be reviewing it next month. At the moment we're not overly excited about it, but the last few weeks of work could give it an extra bit of sparkle.



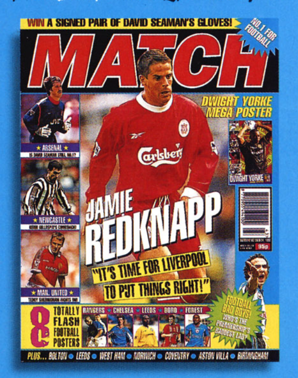
What do you get in the UK's biggest selling football magazine that you don't get anywhere else?



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MATCH IT'S SIMPLY THE BEST!

on sale every Tuesday, and it's only 95p!



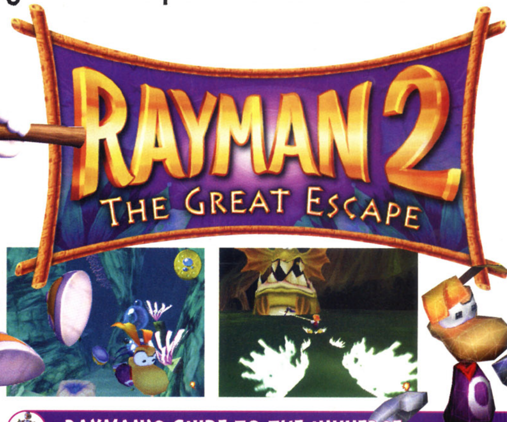
95% COMPLETE

PlayStation | PC CD ROM | NINTENDO 64

PLATFORM | BY SMART DOG
MAR RELEASE | 1 PLAYER

- PREQUEL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY UBI SOFT TEL 0181 944 9000

The first Rayman sold lorryloads even though we thought it was a pretty average platform game. This sequel deserves more credit.



Rayman 2: The Great Escape

The original *Rayman* failed to excite most of us who played it. The game didn't even have all the elements you expect from a decent platformer. But with *Rayman 2: The Great Escape*, Smart Dog are promising 'a whirling dervish hero, who is fighting fit and ready to go'.

Given that the first game made us wish the fighting fit hero would just 'go', we expect this sequel to make a better impression on us. There's plenty of interest in this game, though – the original went Platinum! And with new moves and a brand new adventure, *Rayman 2* may prove another big seller.

LOOK BACK IN HUMOUR

The robot-pirates have taken over the world and only Rayman can stop them. Always an awkward customer, Rayman proves to be a real obstacle for the robots as he walks, runs, climbs, swings and slides his way through the game to beat them and rescue his friends. Rayman can also use his hair to fly like a helicopter!

The speed of the game means you're never required to work too hard to figure out where to go next. And the odd touches of humour follow your every step, never quite catching up with the action.

RAYMAN'S GUIDE TO THE UNIVERSE

The game is divided into six "universes", so there's more than enough for the fan to get stuck into. And there are loads of maps for each universe to help him on his quest.

For each universe, Rayman has to open six cages to free his friends. There are also two extra lives to collect, and 40 lums – 30 lums will give him one life.

The universes differ from one another dramatically. One has a volcanic atmosphere, with hot lava all over the place, while others feature forests and aquatic coasts.



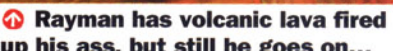


I TELL A LY

Rayman's allies include Smallbeings, who are, as they're named, small beings. They glide along hot air currents and can be captured and put to work on your side. Globox is the guy who's afraid of everything, but he has odd powers which you should discover.

Ly is the agile, feisty and clever feline creature who is Rayman's would-be partner in the adventure. She can be very helpful, and is capable of being cruel and cunning – so be warned!

Rayman has volcanic lava fired up his ass, but still he goes on...





Rayman's never happier than when he's got a stupid hat on.



Never look back – the jokes might get you!

WHERE THE SUN DON'T SHINE

If you're one of the people that made the original a Platinum game, you'll be pleased to know that it looks like you'll be getting more of the same.





80% COMPLETE

PC CD ROM

MANAGEMENT | BY CHRIS SAWYER
MAR RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY HASBRO TEL 0181 569 1234

If you think you've already built the ultimate theme park in a game of yesteryear, you may want to check out something new.

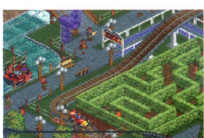
ROLLERCOASTER TYCOON

Anyone who's played the Bullfrog classic *Theme Park* might think that *Rollercoaster Tycoon* is more of the same. Chalk up the similarities between the two and you'd end up with a long list, but eventually you'd come to the decider – which game allows you to create your own rollercoasters?

You don't need a degree to figure out the answer. All manner of roller coasters can be built, great or small, just make sure you've hired enough cleaners to mop up the rivers of puke.







TWISTING MY MELONS MAN

Roller coasters aren't merely attractions built to make you lose your lunch – they're colossal rides waiting to be created and conquered. Constructing a good one is a fine art.

You have to take into consideration the g-force on the body that the ride causes, the length and time of the ride and, more importantly, the excitement, intensity and nausea levels that the ride will generate.

These aren't the only considerations. Should you build a "woody" or a tubular metal beast? And what about those important features, like on-ride photos and things like loops, corkscrews and double helixes. Most importantly you've got to get the propulsion and banking right, or the cars won't even move!

IF YOU BUILD IT, THEY WILL COME

We don't know the formula for building the perfect theme park (yet), but we have a fair idea that it should include plenty of variety, and should be well kept.

Roller coasters aren't the only attraction available to build. Pump enough money into the research and development team, and soon you'll be able to choose from categories labelled thrill, gentle and water rides.

Everything you've ever witnessed at a theme park is in here, from the haunted house and helter skelter to go-karts and 3D cinema. Like the 'coasters the big rides can be built to a custom design, so if you want to have the biggest log flume in the world, you can.



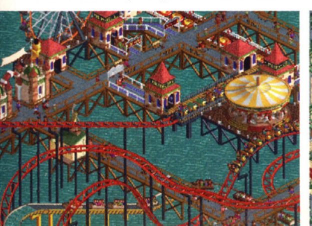
A classic wooden coaster. You can even change the colours of the cars, and give the ride a name.



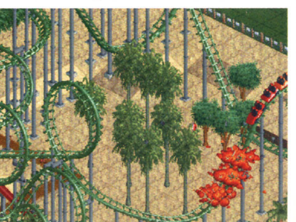
The most thrilling ride ever!



See what guests are thinking.



The variety of rides and 'coasters is brilliant. You can see the log flume and river rapids here.



Switch the ride on before it's completed and you could have a nasty accident on your hands.

OPENING SOON... CVG LAND

Building the perfect roller coaster is a real challenge, but very enjoyable. Keep an eye open for *Rollercoaster Tycoon* – it's going to be big.

MAKE MONEY CHURNING STOMACHS

COMING SOON







WAR STRATEGY | BY CREATIVE ASSEMBLY | OUT SPRING | 1-16 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY ELECTRONIC ARTS TEL 01753 549 442

Blood, death, and honour on the battlefields of ancient Japan. Know the true meaning of power!

SHOGUN

It's easy to judge a PC against how much 3D this or that it can do, plus special effects. What's often overlooked is how in-depth games can be with so much power. Better than that, how much realism is possible!

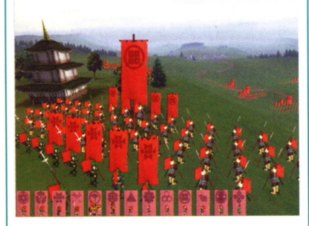
It's a side of the PC game scene that hasn't seen much action since *Command & Conquer*. Now *Shogun* is here to shake it all up, with a war game so detailed that only PCs, and maybe Dreamcast, can handle it.





MASSIVE GRAPHICS

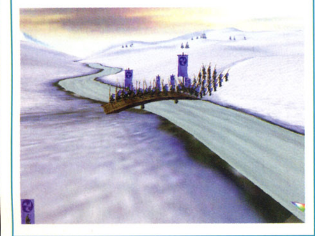
First thing we ever saw on this game was a poster-sized screen-shot of a battlefield. The big "so what" is that *Shogun* is so detailed, it can stand up to this level of scrutiny. Thing is, the insane level of detail is essential. You have thousands of men to keep track of on screen, as groups or individuals. You also need to navigate the realistic landscape – make tactical decisions, taking rivers, mountains, and trees into consideration.





The valley spreads out below you. Find the best way down.

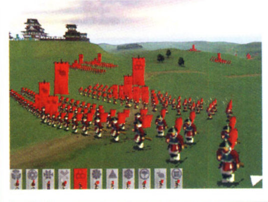
Control the bridge and you gain the upper hand in the battle.

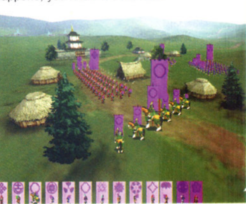


FULL-BLOODED DETAIL

Loads of research has gone into making *Shogun* 100% authentic. The strategy is based on a document called "The Ancient Art of War", written by ancient Japanese warlord SunTzu.

In addition to this, all the characters and scenarios have been checked by a leading expert in ancient Japanese history. Whatever happens, you know it's for real.





THE WARRIOR'S GAMES

You get to select from three styles of game play in *Shogun*, according to your taste. The big deal is a full-on multiplayer campaign – 16 players engaged in strategic and tactical warfare! You can play over the internet, even post your strategic moves via e-mail.

Otherwise, break it down into just playing tactics, which is the exciting battlefield scenario, or strategy which is *Civilization*-style resource management enacted on a map.



You can see the Ninja who has been deployed to sneak into the enemy camp, and kill the Shogun!

If you've played *Risk* or *Civilization* the tactic-style game in *Shogun* should be familiar.

TOTAL WAR

We'll be testing the mettle of *Shogun* in a couple of months. There's a lot of hype surrounding this one, so we need to be sure of its quality. At this stage, we can assure you that *Shogun* will be very big on the PC scene. So pay attention!





PC CD ROM	FUTURISTIC RACING	BY ATD	• PRICE £34.99 • NO OTHER VERSION AVAILABLE • PLAYSTATION VERSION PLANNED • STORAGE 1 CD
	MAR RELEASE	1-6 PLAYERS	• RELEASED BY PSYGNOSIS TEL 0151 282 3000




Psygnosis unveil their newest racing title. Meet the game that could finally eclipse *Wipeout* as the best futuristic driving game?

Psygnosis take another step into the future with *Rollcage*, this time moving away from the floating vehicles of *Wipeout* to ones that stick to almost every surface!

It's fair to say that *Rollcage* isn't like your conventional racers. The cars are indestructible and you can flip them over and carry on driving on what you thought was the ceiling.

It's all about fast-paced, hi-octane chaotic destructive racing. To top all this off, they have a celebrity track list that any club promoter would be proud of. It's time to start... rolling!

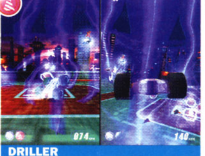
BULLETS OVER ROLLCAGE

No matter how good you think your driving skills are, the simple fact is that unless you master the weapons and work out the best times to use them, then you'll get nowhere in *Rollcage*. So here are the eight different pick-ups and some tips on what to do with them.



HOMING MISSILE

Doesn't home in on enemies, but wrecks the scenery along the side of the track. Try to fire them so that they crumble just as you've gone past so that anyone following you will be blinded by the explosion, or tossed way off course by debris. A small target appears to let you know that there's something to destroy.



DRILLER

Not as exciting as it sounds, but it's still an impressive looking weapon. Three missiles are fired from your craft and they spiral forward, taking out any cars that get in the way. They won't stop until they touch an indestructible target either. Using them at close range is best for complete enemy wipeout! .



TIME WARP

Take a mad psychedelic five seconds with this power-up. Once collected, hit the fire button and it'll send everything around you into a wavy warp effect. All the other cars will have their engine power cut and speed reduced. And during this freaky five seconds or so, you can drive straight through other cars!



ICE SHEET

A couple of electro ice bolts fire out from the front of your car, and anyone who is unfortunate enough to wander into their path will have the friction on their tyres cut by 80%. Use this on large bends and corners to make people drive head first into solid concrete or off the edge of high ledges. Very funny.



TURBO

Go on. Take a guess at what this one does? This is brilliant for use on most of the Harpoon Islands courses, as they aren't too twisty, unlike the tracks in the Outworld stages. Also, if someone was sent a leader missile your way, these are good for outrunning it and avoiding a nasty explosion – and you dropping to last place.



LEADER MISSILE

This basically homes in on the driver in the lead, flies past them and doubles back to land a direct head on hit. If you're first when you fire it, it'll kill you, so don't bother shooting it. If you're first and someone else launches one, you'll hear a beeping and the top status bar will flash red. Then start to panic.



WORMHOLE

Potentially the most annoying weapon in the game. A ring of light appears in front of your car and then flies to the one directly in front of you. It hovers there for a couple of seconds before teleporting that player directly behind you! Use it on the finish line to REALLY annoy people! Excellent stuff.

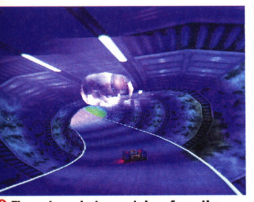


SHIELD

The best thing you can do with these is keep hold of them. That way, once a Leader Missile has doubled back on you, you can quickly activate the shield and suffer zero damage. It's also worth using these on the last lap if you're winning by a fraction, as this way you cannot be hit at the last minute by a Driller.

UP ON THE ROOF

The big appeal of this game is that as long as there is a vaguely flat wall, you can drive on it. You are also encouraged to race along tunnel rooftops. Speed-ups can nearly always be found on the ceiling and on the side of walls, so try and use them whenever possible. It's best to drive back down the walls as you near the end of a tunnel rather than flying off, because when you land, you'll lose all the speed gained and have a much greater risk of crashing horribly.





These two shots are taken from the excellent replay mode. It's just like TV!

Coming off the course slows you down so stay on the racing line where possible.

SAY WE ARE TOP-OF-THA-LEAGUE

The game begins with only the Gemini Leagues open to you. These are three of the easier tracks and consist of only three laps in each. By coming top in the league, you progress into the second championship, called Scorpio, and winning that takes you into the final group, the Taurus league.

The incentive is not just on finishing top either. By collecting maximum points in each league you'll uncover a previously unselectable deathmatch track.

Winning the Final League also brings up the Mirror Mode and Hard difficulty setting. And it really is a hell of a lot harder.

When you go into Arcade mode, you'll see that not all the tracks can be accessed their either, and they too are gained by finishing the group stages top of the tree. There are also lots of short cuts cleverly hidden in the tracks.

You'll find most of them by accident, but again finding these adds a new challenge and helps you to shave seconds off your best times.



One slight nudge from the computer and you're history. Now it's catchup time.

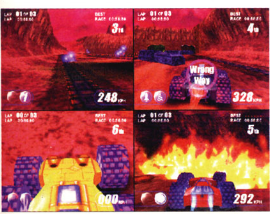
One narrow short cut, and every car has tried to get down it. Chaos!

GATHER ROUND

As we've mentioned, being successful in the one-player mode brings up specific death match arenas. In these, the sole object is to simply shoot your opponents. Every hit is recorded and the winner is whoever finishes with the most kills.

But because the arenas are so small, three or four player matches turn into absolute chaos! And you can still race in the normal tracks too, and have the computer race as the remaining cars.

The other strange idea in *Rollcage* is that you can have up to four players racing from one machine! If you don't have at least one joypad, this becomes very cramped and to be honest, silly. But dedicated servers will be starting up, so there's no need to rely on one standalone machine for your deathmatch kicks.



You still race with a couple of computer-controlled opponents in the four player mode.



One direct hit from a Driller causes this kind of explosion and another score for you.

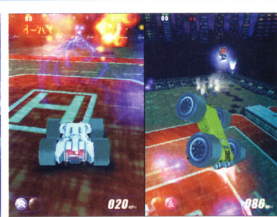


SO LONG FUTURE BOY!

Reaching the first bend in the lead is very important, due to the sensitivity of your cars. One little nick from a rival is enough to send your vehicle careering out of control. So the speed start is ever important. It's much the same as other racing games, in that all you have to do is wait until the timer has just ticked down to '1' and press the accelerate button. It's also good as you can quite often get to the first set of power ups the quickest too.



If you drive into the start grid, that comes crashing down as well. But you'll be in last place!



Another Driller hits, only this time it sends your opponent into the clouds! Awesome.

The trail of fire is a meteor crashing on the track. When one lands near you, a flash of light will blind you for a split second.

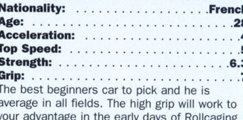
MEN, WOMEN & MOTORS

There are a total of six drivers in the game and, as is standard with racing games, their styles and cars are completely different. Here is a glance over the drivers and their attributes.

LENNY HICKS

Nationality: .... Irish American
Age: 25
Acceleration: 2
Top Speed: 7.2
Strength: 9.4
Grip: 1

He's a dirty git and will more often than not be the one giving you little nudges as you attempt to take a corner. He himself has no grip though, so it's a case of what goes around comes around when you unleash a Driller onto him.



LEON MANEVAL

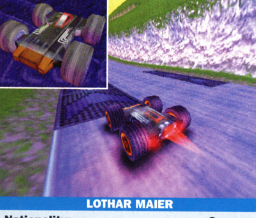
Nationality: .... French
Age: 28
Acceleration: 4
Top Speed: 5
Strength: 6.3
Grip: 7

The best beginners car to pick and he is average in all fields. The high grip will work to your advantage in the early days of Rollcaging. Once you've moved onto the harder skill setting though, it's time to get another driver.

RIA SIMBA

Nationality: .... Italian
Age: 31
Acceleration: 7
Top Speed: 7.1
Strength: 3.1
Grip: 4

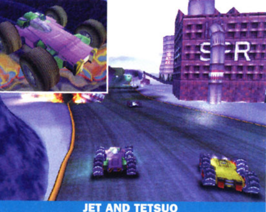
Her combination of lightning fast acceleration and an impressive top speed make her an ideal choice for the later levels. However, the lack of strength means that one well-placed Driller or shunt from behind and she's all over the shop.



LOTHAR MAIER

Nationality: .... German
Age: 39
Acceleration: 7
Top Speed: 2.2
Strength: 6.2
Grip: 4

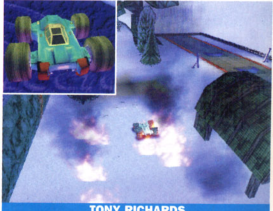
The computer-controlled Lothar is lethal with his weapons. A very accurate shot and quite shrewd when it comes to storing them. He can also tail hits better than most, and won't be knocked all over the place by rubble as much as others.



JET AND TETSUO

Nationality: .... Japanese
Age: 21
Acceleration: 5.6
Top Speed: 2.3
Strength: 3.1
Grip: 9.4

For supreme handling, look no further than Jet. Weaving through cars and wreckages needn't be a problem with this lass. Speed suffers as a result, but that is where the Turbo power-ups and track speed boost come into effect.



TONY RICHARDS

Nationality: .... English
Age: 20
Acceleration: 9.2
Top Speed: 5
Strength: 9.5
Grip: 1

The strength coupled with acceleration mean that Tony is more likely to go through you than around you! He may be as tough as old boots, but zero grip is a downer and makes his performance on the twisty circuits erratic.

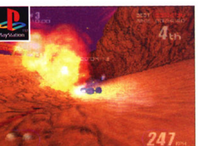
EVERY WAY BUT FORWARDS

Initially, the sheer speed and sensitivity of the game will have you screaming in frustration or laughing hysterically as your car performs multiple flips and turns in mid-air, giving you motion sickness.

However, until you get the hang of the game (basically, until you make it onto the hard settings) there is a handy button that points you in the right direction. During a spin or nasty crash, hitting the face front button will make your car spin on the spot for a second or so before stopping and letting you drive off in the proper direction. Handy to begin with, but don't start relying on it because it ain't always gonna be there!











WHAT ABOUT THE PLAYSTATION VERSION?

Of course, there is no way this could even resemble the PC game in terms of looks and smoothness, but it does still look impressive.

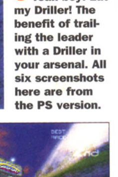
The latest PS version is far from complete, with tracks still missing but those that are included look very good. It shifts at a fair old rate as well, but we'll wait until we've seen the finished version before we compare it to other titles.

Some modes, like arcade, aren't here either, although we're not 100% sure if that will even make it to the PS port. Anyway, take a look at our selection of screens and judge for yourselves. We'll have the full review next month, just in time for its release.



Yeah boy! Eat my Driller! The benefit of trailing the leader with a Driller in your arsenal. All six screenshots here are from the PS version.

And there goes a Leader Missile. On the replay mode, the camera will follow these missiles if you fire one off.



TUNES. HELP YOU WEAVE MORE EASILY

One thing that the PS version has over the PC one is the music. Psygnosis have pulled off some major coups with the DJs and producers who've licenced their music to the PlayStation version.

The biggie is of course the DJ of the moment and Zoe Ball's other half, Fatboy Slim. Two tracks from his newest album *You've Come a Long Way Baby*, *Soul Surfin'* and *Love Island* are being used.

The other artists who are already producing tracks include the EZ Rollers, Aphrodite, Hoax, Ed Rush and Nico, Pressure Rise, Ashley Beedle Presents, Pascal, Freestyles, Les Rosbifs, Ratman and Dan Mass.

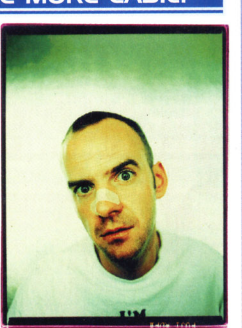
If that means nothing to you, then trust us when we say that most of them are some of the leading DJ's in Britain at the moment. Unfortunately, none of these are on the PC one, just the in-house music composed by ATD.





These two are Pressure Rise. They make very good music. OK?

And this is Ratman aka Receiver. His album *Chicken Milk* is out now.



Fatboy Slim: A skinny man.



The EZ Rollers.

CVG OPINION

I am very impressed by *Rollcage*. We've had the finished PC version for a while now, and it's definitely one of the most enjoyable games I've played in a long time. It looks amazing and some of the effects and graphical touches are awesome.

The learning curve and difficulty settings are almost perfect, as once you've got over the initial fumbling about, you'll find yourself getting through the early levels quite quickly. The later stages and increased difficulty settings give a much-needed challenge.

The multiplayer element is good and once dedicated servers are made, it should come into its own. There are a couple of little things that prevent this from getting our top mark though.

Getting the smallest nudge from another racer can send you skywards, and the actual characters are a bit poo. It doesn't seem as instantly playable as *Wipeout*, but it gives the floaters a good run for their money. *Rollcage* is a hell of a game. Excellent.

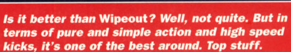
STEVE KEY

RATING









Is it better than Wipeout? Well, not quite. But in terms of pure and simple action and high speed kicks, it's one of the best around. Top stuff.



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★ SILENT HILL

★ SOUTH PARK



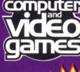
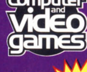
PRINCE NASEEM

BOXING'S BADDEST EGO ON PLAYSTATION

computer and video games

ISSUE No. 209

OUT MARCH 17TH 1999

BACK ISSUES!





01858 435350

GOTTA CATCH 'EM ALL!



All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a dino-tastic preview of Turok 2, as well as hot news about Dreamcast and PS2.



Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dream-cast! Plus, reviews of Turok 2, F-Zero X, Body Harvest, Rainbow 6, Abe's Exoddus and more.



Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats. Tomb Raider 3 review. First extensive playtest of Zelda 64. Plus around 100 other games in a packed issue!



Soul Reaver playtest! First look at Virtua Fighter 3tb, The Dreamcast laid bare. The ultimate Tomb Raider 3 player's guide, and the first part of our colossal Zelda guide. South Park, R4, Rollcage, and more!

EARLIER ISSUES ALSO AVAILABLE!



Dear Newsagent,
I need to stay home and meditate for as long as possible in order to play and understand video games. I only break my concentration to pick up my copy of CVG, so please could you save a copy for me. That way, I won't need to come out more than once a month.
Cheers ears.

NAME ....

ADDRESS ....

....

SIGNED .... DATE ....




CHECKPOINT

This month's events and software releases at a glance. **February — March**

IN ASSOCIATION WITH electronics boutique

More dates than Cilla could shake a stick at! It may be a bad gag but just check out this month's release schedule...

Can't get enough of games? You've come to the right place. Whether you want to have a go at winning some of the best games around by entering our competitions, or just want to find out when the next big title is due for launch from our release schedule, Checkpoint is the place to be. Plus, we tell you when the big shows are so you can keep your ears to the ground at the right time and get all the gaming news from around the world.

TOKYO GAMES SHOW

12th to 14th March
Tokyo, Japan.
All eyes will be on any announcements of the new machines.

Sony and Nintendo should both be commenting on new developments and Sega will no doubt be showing off the second wave of titles for Dreamcast... *House of the Dead* and *Resident Evil: Code Veronica* maybe? Stay tuned to Checkpoint for news as it happens.



GAMES DEVELOPERS CONFERENCE

15th to 19th March
San Jose, USA.
Basically, this is where you get the chance to pitch any ideas, wangle yourselves a job at a major games company or just pick up a few tips on how to go about making your own games. If you're interested and can afford the fare, this could be well worth the effort.

FEB-MAR SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot — BLUE These are not

GAME NAME	FORMAT
5th February 1999	
Starcraft Expansion Pack (Cendant)	PC CD-ROM
Eliminator (Psygnosis)	PlayStation/PC CD-ROM
WCW vs NWO: Thunder (THQ)	PlayStation
Rainbow Six: Eagle Watch (Take 2)	PC CD-ROM
Smurfs (Infogrames)	Game Boy Color
Tiger Woods (EA)	PlayStation
Zelda (THE Games)	Game Boy Color
Street Fighter Alpha 2 (Virgin)	PC CD-ROM
12th February	
Recoil (EA)	PC CD-ROM
Wario Land 2 (THE Games)	Game Boy Color
Command and Conquer: Megabox (EA)	PC CD-ROM
19th February	
Akuji the Heartless (Eidos)	PlayStation
Mario Party (THE Games)	Nintendo 64
Mass Market (Activision)	PC CD-ROM
NFL Blitz (THE Games)	Game Boy Color
Alpha Centauri (EA)	PC CD-ROM
Twisted Edge Snowboarding (THE Games)	Nintendo 64
Beavis and Butthead do Hollywood (GT)	PlayStation
North vs South (Interactive Magic)	PC CD-ROM
22nd February	
Starseige (Cendant)	PC CD-ROM
26th February	
Heavy Gear 2 (Activision)	PC CD-ROM
Metal Gear Solid (Konami)	PlayStation
Lands of Lore 2: Classic (EA)	PC CD-ROM
Mortal Kombat Mythologies (GT)	PC CD-ROM
Player Manager '99 (Infogrames)	PlayStation
F16 Aggressor (Virgin)	PC CD-ROM
Viva Football (Virgin)	PlayStation/PC CD-ROM
February (no set release)	
XG2 (Acclaim)	PC CD-ROM
Blood Lines (Sony)	PlayStation
NBA Jam '99 (Acclaim)	Game Boy Color
Frogger (Take 2)	Game Boy Color
Machines (Acclaim)	PC CD-ROM
Tom and Jerry (Take 2)	Game Boy Color
Battleships (Take 2)	Game Boy Color
Wipeout 64 (Psygnosis)	Nintendo 64
Brian Lara Cricket (Codemasters)	PC CD-ROM

GAME NAME	FORMAT
A Bugs Life (Sony)	PlayStation/GB Color
Tonic Trouble (Ubi Soft)	Nintendo 64
Luftwaffe Commander (Mindscape)	PC CD-ROM
Monkey Hero (Take 2)	PlayStation/PC CD-ROM
Thrust, Twist and Turn (Take 2)	PlayStation/PC CD-ROM
Violent Conduct (Telstar)	PC CD-ROM
2nd March	
Redline (EA)	PC CD-ROM
Superbikes World Championships (EA)	PC CD-ROM
Populous – The Beginning (EA)	PlayStation
5th March	
South Park (Acclaim)	Nintendo 64/PC CD-ROM
Rugrats (THQ)	PlayStation
Wall Street Tycoon (Interactive Magic)	PC CD-ROM
12th March	
Half-Life: Team Fortress (Cendant)	PC CD-ROM
Retro (Psygnosis)	PlayStation
Commandos Data Disk (Eidos)	PC CD-ROM
Bugs Bunny 3 (THE Games)	Game Boy Color
FIFA '99 (EA)	Nintendo 64
Warzone 2100 (Eidos)	PC CD-ROM
Shadow Gate (THE Games)	Game Boy Color
Rollcage (Psygnosis)	PlayStation/PC CD-ROM
Resident Evil 2 (Virgin)	PC CD-ROM
19th March	
Livewire (SCi)	PlayStation/PC CD-ROM
Big Air (EA)	PlayStation
G-Police: Platinum (Psygnosis)	PlayStation
Tai Fu (Activision)	PlayStation
Wing Over 2 (Virgin)	PlayStation
26th March	
Homeworld (Cendant)	PC CD-ROM
Kingsley (Psygnosis)	PlayStation
Revenant (Eidos)	PC CD-ROM
Soul Reaver (Eidos)	PlayStation/PC CD-ROM
Street Fighter Collection 2 (Virgin)	PlayStation
Nations (Psygnosis)	PC CD-ROM
March (no set release)	
Turok 2 (Acclaim)	PC CD-ROM
FA Soccer Manager (Eidos)	PlayStation

GAME NAME	FORMAT
Interstate '82 (Activision)	PC CD-ROM
Three Lions (Take 2)	Game Boy Color
Gex 3 (Eidos)	PlayStation
ODT (Psygnosis)	Nintendo 64
V-Rally (Infogrames)	Game Boy Color
Looney Tunes (Infogrames)	Game Boy Color
TOCA 2: Touring Cars (Codemasters)	PC CD-ROM
KKND: Krossfire (Infogrames)	PlayStation
Rainbow Six (Take 2)	PlayStation
Pocket Tales: Conker (THE Games)	Game Boy Color

GAME NAME	FORMAT
Rally Cross 2 (Sony)	PlayStation
Daikatana (Eidos)	PC CD-ROM
Rat Attack (Mindscape)	PlayStation
Premier Manager '99 (Gremlin)	PC CD-ROM
Tanktics (Gremlin)	PC CD-ROM
Wild Metal Country (Gremlin)	PC CD-ROM
Grand Theft – London (Take 2)	PC CD-ROM
Running Wild (Sony)	PlayStation
The Granstream Saga (Sony)	PlayStation
Jimmy White's 2 Cueball (Virgin)	PC CD-ROM

WINNERS! WINNERS!

CRASH BANDICOOT 3

Possibly the most ridiculous compo we've ever run with the answer almost as easy as those you used to get on Movies, Games and Videos. But still some of you got it wrong!! When have you seen "Star Wars: The Phantom Bandicoot" then? Anyway, our three winners are **Simon Hong** from **Hackney**, **Scott Harris** from **Forest Gate** and **Adam Hodgkins** from **Radford, Nottingham.** Well done.

SOUTH PARK

Mr Hankee, Mecha Streisand and Skuzzlebutt. Just three of the South Park characters you could have drawn in our compo, and most did. By far the best of the bunch was **Rob Dalton of Exhall, Coventry** who even had Kyle's dad, Mephisto and the four-assed monkey in his. The other winners were **James Hall** from **Cheltenham** and **Jack Peters** of **Brackwell, Bristol**.



Rob Dalton's brilliant use of colour alone could have won him a prize, but his picture also has loads and loads of characters, all with great facial expressions.

Jack Peters's effort may not be as pretty as some of the others we had, but it was as inventive as any we've seen. You can rip Kenny's head off over and over again.



James Hall's picture had plenty of offensive things in, so had a real *South Park* feel.

HERETIC II

"Tell us who the developers of Heretic games are?" was the simple question and not surprisingly, everyone who entered got it right. But the three winners we rescued from our sack of mail were **Keri Carter** from **Chester**, **Ian Pratt** from **Irthlingborough, Northants** and finally **Matt Hedges** from **Doncaster**. As soon as we get them, there in the post.





ROLLCAGE

Win yourself a copy of our awesome cover story this month by getting your crayons out. Have a look at some of our screenshots and the artwork and draw a cool *Rollcage* picture. If you can manage to get cars racing on the ceiling and floor, that will be rewarded as well. Send your entries to **ROLL, ROLL, ROLL YOUR CAGE** at the address below.

MARIO PARTY

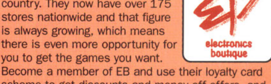
The newest *Mario* game to hit your shelves is this strange board game affair featuring the plumber and his mates. It's a fun enough game, and will probably appeal more to the younger generation. If you fancy winning one, tell us what would you buy for Mario if he had a birthday party. Address entries to **MARIO IS A DJ** please. Thank you very much.

RESIDENT EVIL 2 (PC)

Awesome on the PlayStation, and promises to be even better on the PC with the added bonus of the Voodoo accelerator cards. And we've got three to give away. To win a copy simply tell us the name of the firm conducting all of the secret experiments in the *Resident Evil* games? Entries on the back of a postcard please to **WHAT HAPPENED TO JILL AND WESKER?**

Send entries as soon as possible to:

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SPECIAL THANKS



Thanks once again must go to EB and all of their sterling efforts in getting this section the way it is. Everything you see here would not be possible without them. Just remember that OK?



HIGH FIVE! HIGHEST CVG RECOMMENDATION

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The waiting is over. The most eagerly anticipated game in the history of PlayStation is finally here!

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

If you've been reading CVG at any time in the past two years, you'll probably know what this game is all about. But for anyone new, or anyone who may want to do a bit of revision, we've crammed everything we know into the following pages. Plus we tell you why you should go out and buy it.

In the coming months we'll bust the game open with tips, and expose all the secrets, and for those that have been waiting patiently, we'll also bring you that exclusive team interview.

SOMETHING WICKED THIS WAY COMES

A military installation on a remote Island has been overrun by terrorists. They identify themselves as Foxhound, a former anti-terrorist squad, and they now have access to some nuclear weapons. A lone soldier has been picked to enter the base, and has 24 hours to save the world. You are that soldier, the legendary Solid Snake, ex-member of Foxhound.

This simple story sets up the greatest action-adventure the PlayStation's ever seen. A game full of guns, death and a strong anti-war message. What follows is action, great dialogue and set-pieces that would put most movies to shame. If you've ever read that video games are the new Hollywood, this game's the undeniable proof of how close we really are.



Before you start the game, you can select to view files on the foes you'll be facing, and info on the mission ahead.





Meryl appears throughout the game. If you make Snake stare at her she'll start to blush!



BE CLEVER, BE QUIET

Snake must act smart if he's to stay alive on this mission, he's heavily outnumbered, and doesn't want to alert guards to his presence. To survive, Snake must avoid contact with guards where possible, always watching for guards patrolling the base, and timing his movement accordingly.

If he does have to scrap it out with a guard, it's best not to use a weapon. Sneak up behind them, and break their necks. That way they can't talk later! Fighting moves are limited to simple punches and kicks. Firing guns is usually quick and effective, but alerts other guards – and that means more trouble.



Snake gets physical with a guard, but the fool is standing in a pretty dangerous place – oops!



KEYSTONE COPS



The guards in *Metal Gear Solid* start out dumb, and they're prone to falling asleep if left alone for long enough. But they get tougher as the game unfolds, and there's more of them, so you must be alert at all times.

The guards have a short sight-line, meaning you can stand in front of them, and from a certain distance they won't spot you. But make a sound, and you could be in trouble.

They're alerted by sounds such as running – they'll hear your footsteps, or the splashing of water, or even a sneeze. Be careful if you're outside in the snow too, because Snake leaves footprints in the snow, which can be followed!





You've been spotted. The exclamation mark indicates the guard's surprise – and ours too!

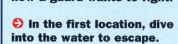
THE NUMBERS, CAROL

If a guard spots you, a countdown appears in the top right of the screen. You now have two choices: make a stand and fight the guards, which is foolish, or take the sensible option and run.

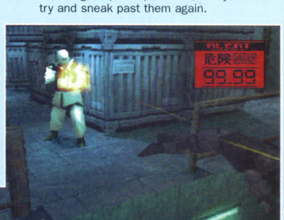
By moving behind crates and other objects, you can hide from the guards, stay undetected, and when the escape counter reaches zero you'll be relieved to hear the all-clear signal. The guards will then return to their original patrol positions, and you can try and sneak past them again.







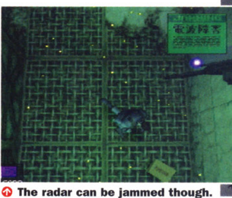
Spotted by the camera, now a guard wants to fight.



In the first location, dive into the water to escape.



The radar in the top corner shows you enemies' fields of vision.



The radar can be jammed though.

EXTREME CLOSE UP

As Snake moves around the compound, the way the action is viewed is very impressive. If Snake is moving, you see the action from an overhead, birds-eye view. Should you want to have a look around from Snake's position, you can switch to a first-person view while you're stationary, this is handy for watching guards, or even looking for exits.

The best camera switch happens when Snake positions himself next to a wall. The camera positions itself so you can view Snake and what is happening behind him. This is very handy if Snake is hiding behind a wall, waiting for the right moment to pounce.



The overhead view. This allows you to get a good view of Snake's surroundings.



In first-person mode you can look around – but you can't walk while using this view.





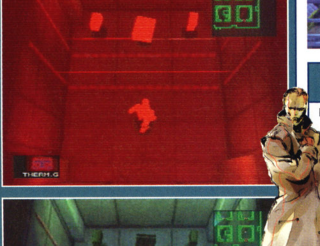
Lean against an object and the camera switches to a view like this. Very sneaky.

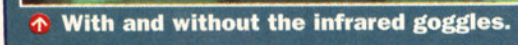




IT'S QUIET, TOO QUIET

Even when the coast looks clear, it may not be safe to step out too soon – booby-traps litter the base. These can be trapdoors hidden in the floor, or infrared beams that traverse rooms. Trapdoors can be fatal. Penetrate an infrared beam and you can release a poison gas into the air.

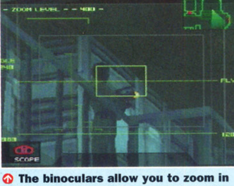
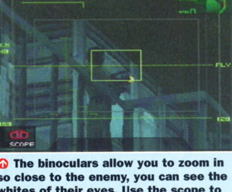




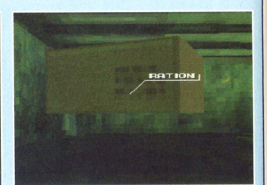
With and without the infrared goggles.

PAY ATTENTION, DOUBLE-S

Snake starts the mission with two objects – a pair of binoculars and a packet of smokes. They will both prove useful as you progress through the military installation, but it's not the only equipment that can be used and found during the game.

The binoculars allow you to zoom in so close to the enemy, you can see the whites of their eyes. Use the scope to view an area from a safe distance.



Finding rations will help you stay alive in times of emergency, patching up any problems you may be having with the health bar and enemy bullets.

The Codec is a device that sits in Snake's ear. It's a small radio that lets him speak to the outside world, he doesn't always use it properly though.



The cardboard box may not be exciting, but it can help you out in emergencies, and you can also use it like a bus pass... or should that be truck pass?!





Spy on people from within the cardboard box.

You can throw enemies down stairs and over railings in certain areas.

IT'S TRAINING MEN

Before you start the mission, you may want to spend some time in a virtual reality training simulator. This has been cleverly designed to look basic, with electrical pulses shooting around a basic grid, suggesting that the action in the main game is in fact real. Training is actually a mini-game in itself, because as you progress through the training stages, you unlock tougher tasks, testing your shooting and speed, among other skills.

VR training teaches you how to avoid guards.

Handy for 'real' events like this in the mission.



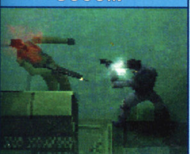




READY, AIM, FIRE!

There are only a handful of weapons in the game, and a limited amount of ammo, so you better be conservative when you fire a gun. Killing guards without them spotting you usually results in them dropping items. Most often it's health rations, but sometimes it's valuable ammo too.

SOCOM



The Socom is the game's most basic weapon. It's a rather weak handgun, but luckily it has laser targeting to help you figure out where you're pointing it. It makes a lot of noise, so maybe you'll want to find a silencer for this gun first.

FA-MAS MACHINE GUN



A big weapon that can fire bullets quicker than you can count, but because of the noise it makes it'll alert guards quicker than you can mow them down.

NIKITA



This weapon fires remote-controlled missiles. It's big, and where Snake puts it when he's not holding it we don't know. But those missiles, and the way you can steer them, are very handy.

SNIPER RIFLE



Bullets for this beauty are in short supply, plus you'll need a steady hand to shoot someone with it. If you can't find the drugs that will give Snake a steady arm in the game, then let him smoke a cigarette, it almost does as good a job.

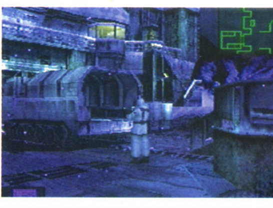
AND THE AWARD GOES TO...

Metal Gear Solid is littered with cut-scenes, sections where the action of the game takes a back seat, and Snake learns more about his adversaries and troubles that may lay ahead.

The acting in these scenes is excellent, not just the voice acting, but the animation of the characters as well.

They aren't short either. A good bulk of this game is taken up with these story scenes, or with Snake communicating with his back-up team, via the Codec.

But don't skip through these sections, as they're vital to your progress, and help create a great deal of atmosphere.



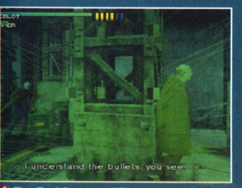




It's Sean Connery. Oh no, it's not!

WHO'S A NAUGHTY BOY THEN?

The enemies you'll come across in *Metal Gear Solid* are some of the greatest game adversaries ever created. The regular guards that patrol the base may be a bit simple, but the bosses are brilliantly fleshed out characters. Each has their own important history, plus the drama really gets cranked up whenever you encounter one. Even if you manage to get past them onto the next challenge with relative ease, you won't forget the encounter.



The first boss you'll encounter is Revolver Ocelot. He's hiding at the back.



CVG OPINION

What can I say about *Metal Gear Solid* that hasn't already been said? Quite a lot actually, but I haven't got the room here, so I'll keep things simple. *Metal Gear Solid* is an incredible game, if you can call it a game. Like *Half-Life* on the PC, this seems an experience best described as a true interactive movie, a game full of atmosphere and immense detail.

It isn't a huge game, and you'll be able to complete it quite quickly, but I don't know how anyone could feel disappointed after playing it as it's completely immersive and full of neat touches and surprises. Like an action movie it's full of set-pieces, but there's also unforgettable encounters, great dialogue, and memorable music.

The controls and gameplay may be limited and repetitive, but there's so much going on that you'd be a fool to complain. It's the things that you immediately take for granted that make *Metal Gear Solid* so brilliant. If you stop and look around once in a while and think about what you've seen, said and done, you'll realise what a complete work of genius it really is.

ALEX HUHTALA

RATING — HIGH FIVE!

Places you in the middle of the greatest action movie ever made. One of the PlayStation's best, and the first big-event game of the year.



REVIEW



Imagine the first and best level of *Shadows of the Empire*, expanded to a new 16-level adventure. That's what we wanted all along!

If there's anyone out there who doesn't actually like *Star Wars*, maybe you should spend the rest of the year on the moon, before it's too late. *Rogue Squadron* is the first of this year's crop of new *Star Wars* games, but once the long-awaited new movie comes out, prepare to be blitzed by wave upon wave of product – not least many more N64 *Star Wars* games. Until then, let's concentrate on *Rogue Squadron*, where you get to be Luke Skywalker!





EPISODE 4, CHAPTER 7, PARAGRAPH 15

The evil Empire is at it again. After the destruction of the Death Star, they're regrouping, gathering their strength for an all-out assault on the Rebel forces. To thwart this menace the Rogue Squadron has been assembled. A group of the best starfighter pilots the Rebels have in their ranks. Led by Luke Skywalker and Wedge Antilles, Rogue Squadron are assigned the most difficult and challenging missions. You'll encounter the Empire in dogfights, and air-to-ground combat, across a wide variety of locations and terrains.


Forget about getting bugs on your windshield, watch out for steaming Bantha crap!


Stay on target! Just shoot this bomber, and the city is saved. No, there's another!

PICK A CRAFT, ANY CRAFT

As the game progresses, and your skills improve, you are deemed worthy of flying new craft into battle. Your superior officer General Rieekan will brief you on missions, and advise you of tactics. The choice of ships, when allowed, is up to you. There are five different craft to choose, and each have their strengths and weaknesses.



X-Wing – An almost perfect balance of speed, manoeuvrability and defence shields.



Y-Wing – The workhorse of the fleet, not quick or flashy but it gets the job done.

USE THE Z-LIKE BUTTON LUKE

The missions consist of many different objectives, such as defending cities, rescuing ships or important people, escorting craft and ground units, plus pulverising the enemy, in daring assault missions. During these missions your skills don't go unnoticed.

Medals are awarded if you complete objectives within a set limit or save enough civilians. Accuracy is also taken into account, so you can't fire recklessly. Earning enough medals rewards you with some tasty extras later in the game, so are well worth earning.



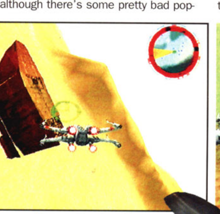
Tatooine is in trouble, save the farmers from suffering probe droids.



This AT-AT's about to destroy a city, get it in a twist before it's too late.

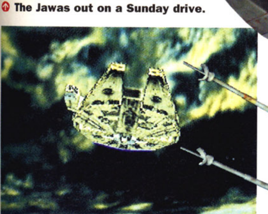
YOU'RE A FEISTY ONE

Fans of the movies will love *Rogue Squadron*, you'll fly past locations made famous in the movies, encounter lots of ships and even bump into some of the more famous characters from the trilogy. It all looks really good too, the graphics are super sharp, and detailed thanks to the new RAM expansion pack, although there's some pretty bad pop-up. Finally, there's an extra treat for everyone who was disappointed by the lack of speech, and had to wade through the boring text in *Shadows of the Empire*, this game has speech, lots of it. Not just between levels, but during levels as the Rogue Squadron pilots talk to each other, it all adds to that *Star Wars* atmosphere.



The Jawas out on a Sunday drive.

No Ewoks around to spoil the fun.



Han Solo shows up to get cocky. Really!

CVG OPINION

After reviewing the PC version of *Rogue Squadron* last month, my opinion hasn't really changed, but the first thing that grabs you, when playing the N64 version are the graphics. Thanks to the RAM expansion, they look identical to the PC version. I'll keep hush about the PC version not having spectacular graphics to begin with. But still, as old Darth would say, 'Impressive'. Dig into the gameplay, and you can admire the variety in the action, and the tasks ahead of you. Most impressive. But take away the X-Wings, sound effects and locations, and what you're left with is a slightly messy game. The pop-up and frame rate is pretty dire, and the enemy craft always follow the same patterns and routes. But, if you like *Star Wars*, you'll easily be able to ignore these flaws, and get stuck into the enjoyable action. Now roll on the Summer and the new movie!

ALEX HUHTALA

RATING





Blasting action with lots of variety. If you like Star Wars you should enjoy the challenge on offer here, and if you don't like Star Wars – what's wrong with you!



A-Wing – The fastest fighter, capable of matching a T.I.E. Interceptor for speed.



V-Wing – A new ship, fast, light and unpredictable, weapons prone to overheating.




Snowspeeder – Hugs the ground well and is quite manoeuvrable, upsets AT-AT's.

PC CD ROM / NINTENDO 64

CORRIDOR GAME | BY IGUANA | MAR RELEASE | 1-4 PLAYERS

- PRICE £49.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD/128MB CART
- RELEASED BY ACCLAIM TEL 0171 344 5000

Those foul-mouthed little brats are heading your way, and they're packing yellow snowballs! Watch out, dude!

SOUTH PARK

From humble beginnings as a short cartoon earning cult status on the internet, *South Park* has now become one of the biggest money-spinning franchises in the world. A massive TV series, T-shirts, fridge magnets, toys, dolls, a forthcoming Hollywood movie and just about anything else you could possibly imagine can now be bought in the shape of Cartman and co. And now Iguana, creators of *Turok 2*, have finished the video game of the same name. Fans can walk around their favourite town, checking out the sights, sounds and smells first-hand!

TURKEY, TURKEY! TWO O'CLOCK!

The kids of *South Park* certainly use some strange weapons in their quest to save the town from total destruction. To begin with you've got to use good old snowballs, although you can make special "yellow" ones which do a lot more damage. Before long though, you'll get your hands on bouncing dodgeballs, a multiple toilet plunger launcher, a Nerf-style foam dart launcher, the sniper chicken that fires eggs at people, the cow launcher, the alien dancing machine from "Cartman Gets An Anal Probe", farting Terrance and Phillip dolls, and Mephesto's terrifying Warpo Ray. They're all very odd, but fun to use at the same time.



The N64's four-player mode is okay, but nowhere near as good as good old *007*'s.





This rapid-fire foam dart launcher can do some mean damage very quickly.

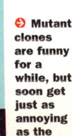
OH MY GOD! THEY KILLED... A TURKEY

The one-player adventure starts with masses of evil Thanksgiving turkeys attacking the town – and we really mean MASSES! Giant "Tank" turkeys walk around, creating even more regular turkeys as they go. Although the enemies themselves change later on – into mutant clones, robots, cows, and so on – there's always a big Tank version which goes around creating more enemies for you to kill. Naturally, killing hundreds of the same enemy on each level soon gets very dull, and the non-stop gobbling noise the turkeys make will drive a lot of people mad before the end of the third level.



No, please. Take them away. No... more... bleedin'... turkeys...





Mutant clones are funny for a while, but soon get just as annoying as the turkeys!



The big 'Tank' versions of each enemy get really boring early on in the game.



CVG OPINION

South Park could have been fantastic, but it's obvious that it was put together quickly in order to be in American stores by Christmas. The graphics are quite impressive, and everything looks pretty much as you'd expect it to in 3D. There's a good selection of characters from the cartoons too – collecting the set for use in deathmatches is the only real reason to want to play through the one-player game. The main problem here is that it's all so repetitive – the first hour or so of the game is spent throwing snowballs at turkeys, which gets mind-meltingly boring very quickly. Things get a little better later on, but the action is practically identical all the way. PC deathmatches work fairly well – you can even play on the internet, but the Nintendo 64 version gets very confusing with four people playing at once because of a fair amount of slowdown – a shame, because this is the only half-enjoyable part of the game. *South Park* fans should buy themselves a few more Kenny T-Shirts instead.

ED LOMAS





Boring levels, repetitive action, and an overall feeling that everything's been put together in a rush without much effort. For patient fans only.





STRATEGY | BY MAXIS | MAR RELEASE | 1 PLAYER

- PRICE £34.99
- NUMEROUS PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA TEL 01753 549 442

A mayor's life is tough – there's the crime rate to think about, taxes, pollution, not to mention earthquakes and invading aliens.

SIM CITY 3000

It's been a long time coming, but *Sim City 3000* is finally here, the sequel to the hugely popular *Sim City 2000*, which itself was a sequel to, well you get the idea. Incidentally, did you know it's *Sim City's* 10th anniversary this year, who'd have thought? Anyway, onto the game.

You are the mayor of *Sim City*, and must make the decisions that will affect the lives of the Sims, the residents of your newly created metropolis. Prosper and become a hero, but if you do badly, prepare for riots.

REELECT MAYOR GOLDIE WILSON

For newcomers to *Sim City*, the concept is simple. As Mayor you must decide what buildings go where, designating zones for residential, commercial and industrial property. Make sure these zones having electricity and running water, and sort out the transportation and recreation facilities too.

Once people start moving into your city, you'd better make sure they're well looked after, build local amenities, such as schools and hospitals, plus make sure the city has ample police and fire coverage.

The ultimate aim of the game is to survive, make a thriving city, and keep those important books balanced. If it sounds complicated, it's not, but it can be difficult.



Industrial areas pump out the pollutants, but you can ban them from coming to your city in the first place, but they do make you money!

DON'T GO CHANGING, REARRANGING

The basic principles of the *Sim City* series have gone unchanged for this sequel, but of course, now there's plenty of new attractions. For starters the graphics have been completely changed, there's an air of familiarity about the city, but all the buildings have been redesigned, and the menu system to control the action has been modified.

Gone is the newspaper and in is the ticker-tape new feeder at the bottom of the screen. You can also now trade commodities with neighbouring cities, selling them surplus electricity. There are extra levels of zoning, allowing you to select the density, and even declaring certain buildings historic landmarks.

The most important and best overhaul, however, comes in the form of business deals and ordinances from local groups. People are often petitioning for laws that will have a dramatic affect on the city. Luckily you have an expert team of advisors to help you make the right decisions.





Proof of how crop circles are created! Who'd have thought?





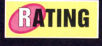
CVG OPINION

***Sim City* has already stolen a vast amount of hours from my life, but I'm not sure if this sequel will have quite the same effect. This is because of the initial disappointment any fan of the series will have when first starting their new city in *3000*. Where are the improvements?**

After a while you'll notice some new additions, the petitioners who play an important part in the game, the variety of buildings, and the way low pollution can completely change the look of your city, but at the end of the day, it's really more of the same. And that's the problem, it plays like a remix, not a sequel.

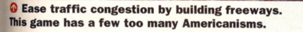
I know people will say, 'If it ain't broke, don't fix it'. And I'd have to agree – this is still a good game, especially if you're new to the series. But I feel a bit let down. This is *Sim City* we're talking about, one of the biggest PC games of all time. Surely it deserved better treatment than this.

ALEX HUHTALA





If you haven't played* Sim City *before you should enjoy what's on offer here, but fans who have waited for this may be disappointed.



Ease traffic congestion by building freeways. This game has a few too many Americanisms.

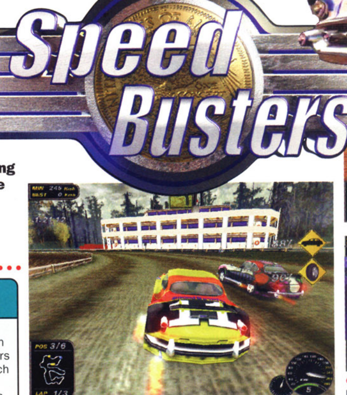


PC CD ROM	RACING GAME	BY UBISOFT	• PRICE £34.99 • NO OTHER VERSION AVAILABLE • DREAMCAST VERSION PLANNED • STORAGE 1 CD • RELEASED BY UBI SOFT TEL 0181 944 9000
	MAR RELEASE	1-6 PLAYERS	

A bent copper handing wads of filthy cash out to people who bust speed limits wide open – does this sound like fun to you?

Speed Busters

At the beginning of *Speed Busters*' introduction sequence we're told that somewhere in America, a policeman has won $1million on the lottery and is handing it out to racers who clock up the fastest times as they pass through police speed traps. As one of these racers you've got buy and upgrade a super-cool automobile, stuff it full of nitro and blaze your way around America, making sure you're going full pelt whenever you spot the fuzz. The faster you go, the more money you get. The more money you get, the better goodies you can afford. The better goodies you get, the faster you can go!

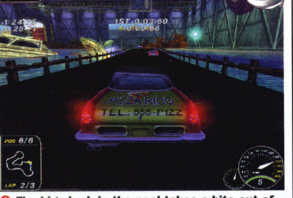




Search for hidden shortcuts, like this one over an icy lake.

CROSS-COUNTRY RACING

Speed Busters' racetracks are set all around the Americas, from Mexico to snowy Colorado. To begin with, only three courses are available but two others appear as you work through the championship. Each course is packed with impressive scenery, mad jumps, moving hazards and hidden shortcuts which can really help your situation in a race if done properly. Obstacles vary from rolling boulders, opening bridges and swinging blades to avalanches, giant fans and a bus full of tourists throwing luggage onto the track!



The big shark in the pool takes a bite out of this bridge on the final lap of each race!

Louisiana by sunset looks lovely!

CHICKS LOVE THE CAR

After each championship race you get to spend any money you've earned carrying out repairs and upgrades for your beloved car. Spoilers, tyres, faster engines and the like improve the performance of your car, while goodies such as road maps and police radar detectors make the races a little easier. If you save up enough cash, some very impressive cars become available later on!

CVG OPINION

***Speed Busters* has a lot going for it – it looks very good, sounds great (there's some good bluesy guitar music in there), and is certainly very quick. But there are a few things which can really ruin the fun, such as the way enemy cars only need to nudge you slightly from behind to send you at right angles into a tree, lamppost, lake, or whatever happens to be next to the road. And once the car has spun it takes a long time to get facing the right direction – the quickest way to turn round is to deliberately get hit by another car! Also, many of the obstacles are very difficult to avoid, with some seeming as though they're meant to stop you completely rather than give you something to dodge. Still, some of the tracks are excellent fun (especially the Canadian course) and performing well enough in the races to earn upgrades is great. If it weren't for the few annoying problems, *Speed Busters* would have been a top-class game.**

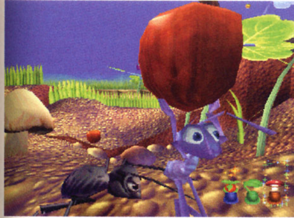
ED LOMAS



RATING



A quality arcade-style racing game, let down by some frustrating design. Still one of the best of its kind on the PC though.





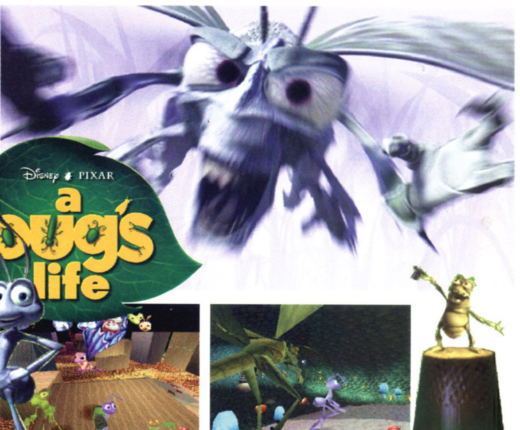
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If you haven't seen the film yet, then do so because it's brilliant! But we're not a movie mag, so what about the game? Erm...

After *Toy Story* and *Small Soldiers*, we were banking on someone to come up with a decent game based on a CG movie. After all, most video games have some sort of CG rendered bit in them anyway, so basing a whole game around it shouldn't be too much of a problem right?

***A Bug's Life* is incredibly close to the film in terms of locations and characters – everyone from Flik and Dot to the Blueberry Scouts are here. But, unfortunately, the game is far less entertaining than the film.**



PICK, ROLL, FLIK, GOAL!

Flik starts the game with an unlimited supply of berries at his disposal and that's about it. By picking up the berry icons and seed tokens, you can start adding to your arsenal. The different coloured berries represent alternative weapons. For example, the green ones are homing berries and blue are super berries. The latter are the only ones that can kill the tougher enemies so it's best to keep hold of those if you can. The tokens you collect represent the plants you can grow.

Whenever you come across orange seeds in the floor, bouncing on them will make a mushroom grow from them, letting you bounce up to higher ledges and platforms. However, collecting the tokens will result in different plants growing from the pods. Green tokens make leaves grow, with the leaves getting higher the more green tokens you collect. Blue makes blue berries appear from the plant, similarly with gold tokens. You also get brown tokens that turn the seed into a propeller plant or even a cannon if you collect enough!





LETTERS MAKE PRIZES

Throughout each level you'll find four letters hidden in remote parts that spell out your character's name, Flik. Do this in every stage and you're rewarded with a token at the end of the level.

If you manage to find 50 pieces of grain and kill a certain amount of enemies with a Gold Berry, thus stopping them from ever regenerating in that place, you also get tokens. Collecting all these tokens results in you getting access to special movie clips and FMV sequences.

You also get new sequences from the film at the start of every level. The trouble is, the resolution on these clips is bad, making it impossible to tell what's going on sometimes!





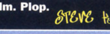
CVG OPINION

Here's a thought. I could go and watch *A Bug's Life* on the biggest screen in London's West End three times and still have plenty of change from £30, or I could buy the game of the film and be treated to a glitchy, clumsily put-together bit of software instead.

I think it's brilliant that we finally get games from big movie licences appearing at the same time as the celluloid version, but not when they're rubbish like *A Bug's Life*. There's some terrible pop-up in places even on the 3D accelerated version, and some other bad graphical glitches. And why we had to have the American voice constantly repeating the same phrases all the time is a mystery. I don't want to hear 'Ahh, the life of an Ant' or 'Iridescent lighting – I like it' every five bloody minutes!

It could've been good, but instead it's just an annoying game with loads of FMV sequences of the film. Plop.

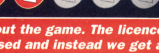
STEVE KEY



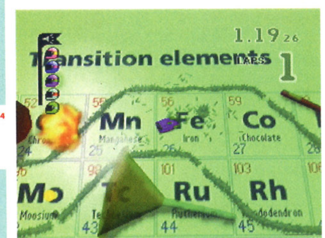


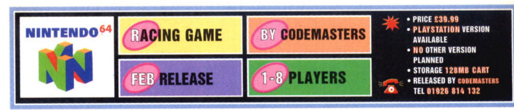






Nice film, shame about the game. The licence was there to be utilised and instead we get a quite frustrating and linear platform game.





The latest game in the classic toy-racing series finally hits the Nintendo 64, and it's going faster than ever. Try to keep up!

The Original Micro Machines Scale Miniatures 64 Turbo

Although having pretend races around the house with Micro Machines toys is a lot of fun, you reach a certain age where it's not cool to crawl around the kitchen floor, pushing tiny cars through old bits of food and fluff. Thanks to Codemasters, big kids everywhere can keep on with this classic pastime, only with a little more dignity. 3D kitchens, dining rooms, gardens, classrooms, pool tables and more are all in *Micro Machines 64 Turbo* for you and a bunch of friends to race around without getting dirty knees – now with added super speeds!

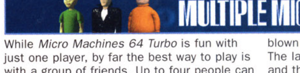
TURBO-CHARGED TOYS

The word "Turbo" in the title refers to the new selectable speed settings – when you start a game you can pick anything from a bit slower than usual to super-fast expert speed! If you've ever played a *Micro Machines* game before, you'll know just how quickly some of the vehicles go normally, but you'll need top-notch reactions to race *MM64 Turbo* on the highest setting.



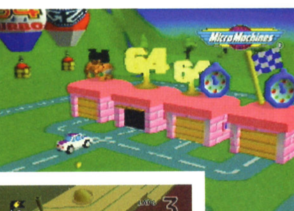
Before each game, choose your turbo speed. Three wheels is normal, while five will hurt your brain.

There are loads of giant pieces of 3D scenery to drive through, over, under and around like this.



MULTIPLE MICROS

While *Micro Machines 64 Turbo* is fun with just one player, by far the best way to play is with a group of friends. Up to four people can play in a regular race, where the idea is to drive as far ahead of the other racers as possible. Anyone who falls far enough behind that they touch the edge of the screen gets blown up and drops out of the race for a bit. The last person remaining gets extra points and the game goes on until someone reaches the target score – it really is fantastic stuff! Up to eight people can race together in a special mode where each of the four joypads is shared by two players at once.





Even the options menu is 3D these days.

Bunsen burners set the cars alight!



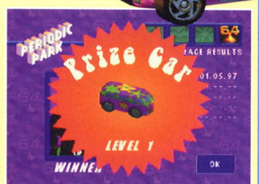




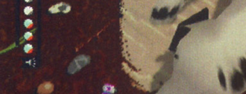
...COME IN COLLECTIONS OF FIVE!

The Keepsies Mode is one of the best features of this latest *Micro Machines* game. As you compete in races against the computer you can win special vehicles and save them onto a Memory Pak. Once you've built up a bit of a collection of vehicles you can take on a friend and challenge them in all-or-nothing races – the winner steals the loser's car, unless they've already got one the same, in which case a mallet smashes it to pieces! Putting prize possessions on the line like this makes Keepsies races very exciting.







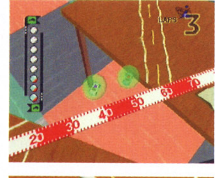


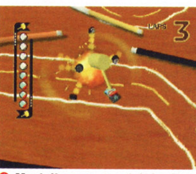
Cars celebrate wins by bouncing.

I HAVE THE POWER (UP)!

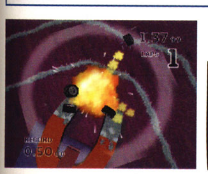
Power-ups dotted around the courses make the races even more aggressive than they were before. Various things are available, such as a giant mallet, sticks of TNT, a grabbing claw, and one which turns your vehicle into a speeding fireball. While they don't really add too much to the game, they're quite a laugh at times.

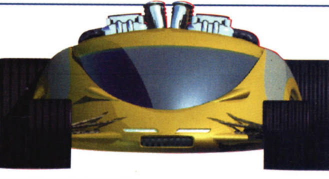






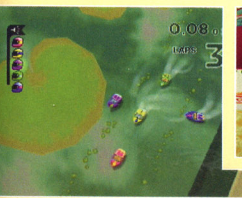
Mustn't pause, mustn't hesitate.



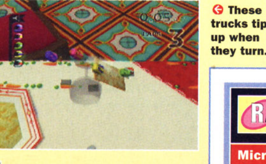


MANY MINI MACHINES

Tons of tidgy toys are in *Micro Machines 64 Turbo*, each with their own unique handling style. Tanks trundle around and fire explosives at each other, sports cars powerslide around bends, helicopters hover about and speedboats bounce over ripples in ponds. Because of the different feel of each vehicle, everyone will have their own favourite mode of transport.



The speedboats are quick, so they're good fun to race.



These trucks tip up when they turn.

CVG OPINION

It's strange that it's taken so long for *Micro Machines* to appear on Nintendo 64 seeing as it's pretty much identical to the PlayStation game released almost two years ago. The new turbo speeds are a nice idea as they make it easier for beginners to learn the game, while letting experts challenge their reflexes to the max. Other than that, not a lot's different – the main menu is now in 3D and the in-game graphics are slightly smoother-looking (and a bit fuzzier, as with most N64 games). Unfortunately, there's a bit of slowdown on some courses, which is extremely frustrating at high speeds. While there are loads of circuits, there aren't all that many you'll want to play over and over, unlike the original 2D *Micro Machines* games. But the good ones are very, very good! *Micro Machines 64 Turbo* is a perfect game for Nintendo 64, and will go down well with every kind of gamer, right from young beginners to hardcore speed freaks. If you've got any friends, you should certainly consider getting this as well.

ED LOMAS

RATING






Micro Machines 64 Turbo *is a fun, challenging racing game which really comes to life when it's played with a group of friends.*








PlayStation

AKUJI THE HEARTLESS

With Crystal Dynamics' forthcoming *Soul Reaver* looking so promising, we were hoping that *Akuji the Heartless* would also be pretty hot. Unfortunately *Akuji* doesn't seem to have had anywhere near the same amount of attention paid to it by its creators, and has ended up as nothing more than a pretty standard 3D platform game. The graphics are quite impressive, with some good coloured lighting and nice effects, but Akuji himself looks a bit stupid – he jogs around like someone who's worried they're going to fill their pants any minute, for example. Just wandering about, pressing switches with so little else to do isn't a lot of fun, and the fiddly controls will encourage most people to turn off quite early on.

ED LOMAS

3D PLATFORM GAME

OUT NOW

BY CRYSTAL DYNAMICS

1 PLAYER

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000

A half-naked dude running about picking up dead people's heads should have been fun.






PlayStation / PC CD ROM

TEST DRIVE 4X4

The *Test Drive* series is growing ridiculously fast – unusual, considering that all the titles so far have been crap. *Test Drive 4x4* deserves a special mention for its extreme crapness – a crapness beyond the every other crap driving game for the PlayStation. It's really not an exaggeration to say that it looks and plays like the kind of thing you'd expect to be able to make yourself in one afternoon – the graphics would have been laughed at if this were the first game on the PlayStation, but coming after things like *Gran Turismo* they're beyond a joke. The courses are the most boring and annoying ever, the poor car handling is made worse by wonky tracks which make it impossible to build up any decent speed, the music is sub-Dutch Amiga underground standard, and the non-stop cries of "Awesome!" will drive you nuts. An absolute disgrace of a game.

ED LOMAS


RACING GAME


OUT NOW


BY ACCOLADE


1 PLAYER

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



For those of you who aren't too hot with figures, here's a quick lesson from CVG: 4x4 = 1.







PlayStation

WCW/NWO THUNDER

With wrestling games being such big sellers at the moment, developers are bringing out "upgrades" as often as they can. While there are some that deserve their success, the PlayStation *WCW* games certainly don't – *WCW Nitro* was poor, and *WCW/NWO Thunder* is the same game with a few feeble new features. First off, the graphics are terrible – the wrestlers have decent faces, but they shamble around the ring like zombies, and the crowd is a big mess of pixels. All the moves are extremely slow to react, even regular punches or kicks take time, and the computer opponents are even slower – getting in and out of the ring repeatedly is enough to confuse them completely. With four wrestlers on screen at once, the game slows down so much it becomes unplayable. If you're desperate for a *WCW* game you'd be much better off shelling out for a Nintendo 64 and *WCW vs NWO Revenge*.

ED LOMAS

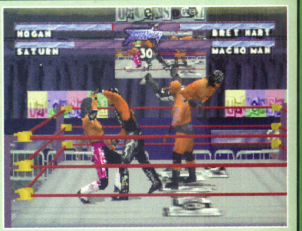
WRESTLING GAME

OUT NOW

BY INLAND PRODUCTIONS

1-2 PLAYERS

- PRICE £44.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL 01483 767 656



Loads of ageing ex-WWF stars are playable in *WCW/NWO Thunder*. Bushwackers not included.





PC CD ROM

SUPERBIKE WORLD CHAMPIONSHIP

While most people would rather play a car racing game than a motorbike one, there's a big group of people crying out for biking titles. And EA Sports may have a hit on their hands here, as *Superbike World Championship* will drive motorbike fans wild. It's got the genuine tracks from the real championship, including Brands Hatch, Donington, Hockenheim, and the super-cool Laguna Seca, as well as real riders and bikes. There are two main modes of play – Action and Simulation. Action mode is easy to play and has computer-assisted braking and gears, and Simulation mode can give biking fans the true simulation they want. In the full Simulation mode, it's very difficult to even stay on the bike for a whole lap, so it's not for casual gamers. *Superbike* fans will love the challenge, but the Action mode isn't really enjoyable enough to make the game accessible for everyone else.

ED LOMAS


RACING GAME

OUT NOW

BY MILESTONE

1-8 PLAYERS




- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



The rider's view is great – when you go round corners it leans over to almost touch the track!

MINI REVIEWS



PC CD ROM





BEAVIS AND BUTTHEAD: BUNGHOLE IN ONE

The idea of a round of crazy golf with holes based on major characters and locations from *Beavis and Butthead* cartoons is a strange one, but one which could have been done so much better than this. It's amazingly basic to play - point the mouse at the ball, hold the button and move the pointer to pull your club back, then let go to hit the ball. Most of the holes are a par two or three, though there are sections which can hold you up for loads of shots with a simple mistake. The graphics are basic, and the speech samples aren't the best they could have been. There's very little to *Bunghole In One*, and though it can be fun in places, it's honestly not worth buying at all. This sucks! **ED LOMAS**

MINI GOLF GAME
OUT NOW
BY GT INTERACTIVE
1-4 PLAYERS

- PRICE £19.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (113 MB INSTALL)
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 565 7300



Uh huh-huh huh-heh, heh, heh-heh-heh, huh-huh, heh-heh, uh-huh-huh-huh, uh... ball, heh-heh...





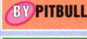


PlayStation / PC CD ROM

TEST DRIVE 5

Every driving game on PC looks great with the help of a powerful machine and a fancy 3D card, and *Test Drive 5* is no exception. It's very fast, the graphics are sharp and it moves smoothly – the problem is the look of the game in general. Although it features some of the coolest cars in the world, they all look terrible – their proportions are all wrong, rather like cheap toy versions of the real thing. The scenery is also very basic, with flat buildings and dull textures. But still, the overall speed can make things a lot of fun at times, even though the car handling can occasionally seem quite strange. There's even a *Chase HQ*-style mode where you drive a police car and try to ram speeding drivers until they stop and can be arrested. Although there are lots of better driving games on both the PC and PlayStation, *Test Drive 5* has a certain charm that makes it worth trying out. Rent it. **ED LOMAS**

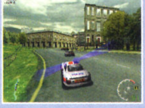
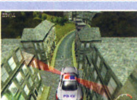



RACING GAME
OUT NOW
BY PITBULL
1-4 PLAYERS

- PRICE £34.99
- VARIOUS PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (113 MB INSTALL)
- PUBLISHED BY EA
- TEL 01753 549 442




Clockwise from Top-Left: PC, PlayStation, PC, PlayStation, PC, PlayStation, PC, PlayStation...

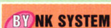





PlayStation

MONSTER SEED

Large numbers of ancient monster seeds have recently been discovered in a big mountain range, along with ways of altering the monsters who will be grown from them. Evil gangs go around terrorising people with their collections of evil monsters, and it's up to you to get your own protection and sort things out. A nice idea, which uses some of *Pokémon*'s best features, but in a really terrible way. One of the worst things is the English translation of the text – loads of grammatical errors, long, drawn-out conversations, and some really strange comments which don't make any sense at all. Fighting is slow and dull, and exploring towns is enough to send even die-hard RPG fans to sleep. *Pokémon* on Game Boy is a far better monster battle in every respect, and there are loads of PlayStation RPGs better than *Monster Seed*. Don't touch. **ED LOMAS**


RPG
OUT NOW
BY NK SYSTEM
1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 826 8813



Eh?







PlayStation

RALLY CROSS 2

The original *Rally Cross* didn't do much on PlayStation, partly because it was released at the same time as the massive *V-Rally*, and partly because it was a bit cack. *Rally Cross 2* would have been an opportunity to sort things out, but nothing much has been done. The graphics look like PlayStation games from three years ago, with atrocious reflections added to the cars, a bit like in *Gran Turismo* – only really rubbish. The vehicles bounce and float around a lot, and turn very quickly. While it's not at all realistic and occasionally frustrating, these ridiculous slides make *Rally Cross 2* quite fun at times, even though the courses are badly designed overall. With *Colin McRae Rally* on sale and *V-Rally* now available on platinum for under £20, there's no place for *Rally Cross* other than in rental shops. **ED LOMAS**



RACING GAME
OUT NOW
BY 989 STUDIOS
1-2 PLAYERS

- PRICE £34.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



A track designer lets you put together basic circuits. They'll be better than the real ones, too.





ZELDA: LINK'S AWAKENING DX

This was originally released on Game Boy back in 1994, in monochrome. It's still respected as an all-time great. Nintendo have colourised the whole thing, added an extra dungeon, and that's it. But that's enough to make it worth looking at again. Just like all the *Zelda* games, the main character is Link. Unlike all other *Zelda* games, the quest doesn't happen around Hyrule, and the goal isn't to rescue Princess Zelda. Instead, Link is trying to solve the mystery of Koholint Island, and awaken something weird called the Wind Fish.

The gameplay involves the usual problem-solving in dungeons, using an increasing range of cool tools to defeat enemies. Meanwhile, Link also gets wrapped in helping out the island folk with tasks, in exchange for useful items. *Link's Awakening* features the Ocarina, same as on N64, to trigger key events. Set-pieces are all based on classic *Zelda* themes too. The new dungeon, whose theme is colour, can only be accessed if you have Game Boy Color – it's not so amazing, but it adds a cool extra feature to the game if you complete it – which is easy! Overall a great game. Though you need to be a *Zelda* die-hard to own both colour and black and white versions just for the extra dungeon. **PAUL DAVIES**

- ACTION RPG
- OUT NOW
- BY NINTENDO
- 1 PLAYER

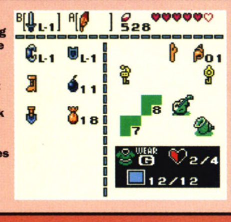
- **PRICE** £24.99
- NES.SNES.N64 **VERSION AVAILABLE**
- N64DD **VERSION PLANNED**
- **STORAGE** CARTRIDGE
- **PUBLISHED BY** THE GAMES
- **TEL** 01703 653 377

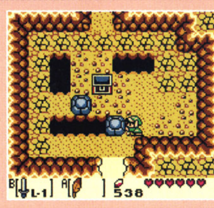


Instead of dull monochrome, you get to see Link in his familar green garb, with yellow hair.













The key thing to notice here is the new menu. It shows how Link can switch costumes in the game.





DELTA FORCE

I was the one who gave *Commandos* and *Rainbow Six* the High Fives they so rightly deserved, so when *Delta Force* arrived in the office, it was only fair for me to do it. And before I go on, I'd like to stress that we had it running on a P400 with Voodoo 2 and over 120MB of RAM. And it was one of the worst-looking games I've ever seen on a machine that powerful. The hills were so pixellated they look like stairs!

Then you find a couple of guys to shoot and they have one animation frame that goes from standing to lying down. You look at the detail that went into *Rainbow Six*, like your view moving slightly as you run, and then you take a look at this game, and you wonder why they bothered.

They say "Be the Best" in the army. This game says, "I'm crap – go away." **STEVE KEY**

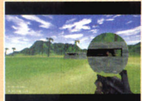
- ARMY SIMULATION
-  OUT NOW
-  BY NOVA
-  1-4+ PLAYERS

- **PRICE** £29.99
- NO OTHER **VERSION AVAILABLE**
- NO OTHER **VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** NOVALOGIC
- **TEL** 0171 405 1777









At this size, the graphics look half-decent. But don't let that fool you into thinking it's any good.





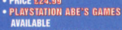


ODDWORLD ADVENTURES

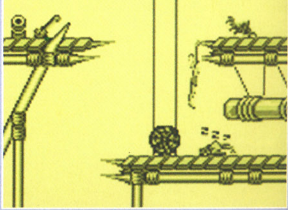
A new Abe adventure exclusive to the Game Boy, and apart from the obvious loss in the quality of graphics, it's surprising how much of the familiar Abe's gameplay and level design has remained. There's the usual sneaking past Slig guards, jumping chasms and chanting to control the enemies. There's even a limited version of Abe's speak, which lets you whistle and fart, plus lots of familiar enemies are here, such as the Paramites, Slogs, Sligs, Bats and Bees.

To progress, you must light a flintlock, which lets you get to the next level. It's easier said than done, because this game – like the bigger *Abe's* – is tough! Allowing you to get just a little further each time, but not without some major hair-pulling. A good addition to the Game Boy library, but I would have preferred to have seen a better looking game, and in colour. **ALEX HUHTALA**

- PLATFORM GAME
-  OUT NOW
- BY SAFEFIRE/ODDWORLD INHABITANTS
- 1 PLAYER

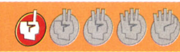


- **PRICE** £24.99
- PLAYSTATION ABE'S GAMES **AVAILABLE**
- NO OTHER **VERSION PLANNED**
- **STORAGE** CARTRIDGE
- **PUBLISHED BY** GT INTERACTIVE
- **TEL** 0171 565 7300



Some elements of the bigger game have been included in this Game Boy version – so fart away!

MINI REVIEWS



GAME BOY COLOR

MORTAL KOMBAT 4

Never being a massive fan of *Mortal Kombat* I may not be the best person to review this, but I know a bad beat-'em-up when I see one, and even taking into account the limitations of Game Boy Color this is a bad game. The back of the box promises lots, but the truth is a lot worse. The hyped on the packaging speech – the famous "FINISH HIM" – is barely distinguishable, and the volume of the game itself is very low, perhaps deliberately. Get to the fights themselves, and there's about 10 fighters to choose from. You're then limited to simple punching and kicking exchanges, where tactics don't seem to matter. Then there's the most bizarre animation you'll ever see. I thought the fatalities were a really important part of *Mortal Kombat*, but the makers of this game obviously don't think so. Do yourself a favour and avoid this game. **ALEX HUHTALA**



FIGHTING GAME

OUT NOW

BY DIGITAL ECLIPSE/MIDWAY

1 PLAYER

- PRICE £24.99
- N64 AND PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY MIDWAY
- TEL 0171 565 7300



A big, fat, fart of a game. Die-hard fans might find it enjoyable, but we just found it hard going.



NINTENDO 64







PENNY RACERS

If only we were allowed to give one-word verdicts on games, this review would be easy. Sadly the word I want to use is unprintable, so I'll have to carry on. *Penny Racers* is a cute racing game, featuring super-deformed cars. It's racing of the *Mario Kart* style, with similarly themed tracks, and weapons to collect and pester rival drivers with. But when compared to the likes of *Mario*, or *Diddy Kong Racing*, *Penny Racers* just isn't in the same league, not only in looks, but in design and gameplay too. Imagine *Mario*'s circuits devoid of all roadside objects. Then make all the textures really bland, and use the same six colours throughout the game, and you get a pretty good idea of how poor this game looks. Trying to race around courses is not only boring, but the races themselves are pathetic. Win and you can upgrade your car, and compete on tougher courses, but then again, why bother? **ALEX HUHTALA**



RACING GAME



OUT NOW



BY TAKARA




1-4 PLAYERS

- PRICE £44.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CARTRIDGE
- PUBLISHED BY THQ
- TEL 01483 767 656






A cute little driving game, *Penny Racers* fails to holds its own against the big boys.



PlayStation






RUNNING WILD

Running Wild is a strange racing game, starring a variety of animals. Imagine the *Crash Bandicoot* levels where Crash rides an animal into the screen, and you'll get an idea of what this game looks and plays like. There are six different tracks to race around. Increasing difficulty levels alter the layout of the courses, adding obstacles and power-ups. So far, not bad, hints of an original idea, sadly the execution is lacking. The animals have all been humanised, wearing shades and leather jackets, and all have been made bipedal – and they're badly designed. The courses are bland, and glitch consistently, with the chase camera disappearing behind walls. The action moves at a decent speed, but this is still a poor game. There are plenty of decent racers to choose from on PlayStation, and even though this has been aimed at a younger audience, why should they be victimised? **ALEX HUHTALA**



RACING GAME



MAR RELEASE



BY BLUE SHIFT



1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Badly designed animals race around bland circuits in a bid to entrap younger games players.



PlayStation





LIVE WIRE!

This game is almost too much, from the pumping house soundtrack to the bright fast moving visuals. It's no secret who the game's being aimed at. *Live Wire!* is a simple puzzle game, but frustratingly tough once you begin to play. Pick a character and you're off, zipping around a 3D wireframe grid, leaving a coloured marker trail behind you. The idea is to colour all four sides of a square. Once you've done this, it becomes your own. When the timer reaches zero, if you've coloured the most tiles, you win. Of course, with three opponents all trying to do the same thing, it gets pretty difficult, especially as there's all types of nasties roaming each level – that can really thwart your progress. There's nothing to really criticise about *Live Wire!* As with all puzzle games, you'll either love it or hate it. My only gripe is that it can get pretty confusing at times, but maybe that's just me showing my age. **ALEX HUHTALA**



PUZZLE GAME



OUT NOW

BY THE CODE MONKEYS



1-4 PLAYERS

- PRICE £29.99
- PC VERSION AVAILABLE
- GAME BOY COLOR VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SCI
- TEL 0171 585 3308



You'll either love it or loathe it, but as puzzle games go, *Live Wire!* is difficult to dislike.









DREAMCAST SPORTS GAMES

FIELD-ING GOOD... Track and Field.

FIRST DETAILS REVEALED!

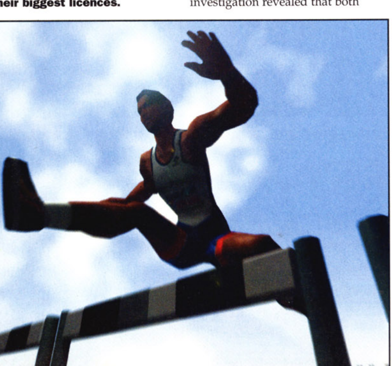
THE ONE THING the Dreamcast lacks at the moment are quality sports titles. But now, CVG can reveal that a clutch of top-class sports games are in development. Several major players have already jumped out of the blocks, and information has leaked about some of their biggest licences.

EXCLUSIVE
By STEVE KEY

The runaway leaders seem to be Konami, who are set to bring both *International Superstar Soccer* and *Track and Field* to Dreamcast.

The company has not made any official comments. However, further investigation revealed that both titles are happening, and we expect first news and screenshots to appear at the Tokyo Game Show, or certainly E3.

We also know that Major A, the team behind the Nintendo 64 *ISS* games are the favourites to convert Konami's lucrative and highly successful football series to Dreamcast.


BACK ON TRACK... Track & Field has the potential to be huge.


ARE YOU JAVE-LIN FUN?... We are.


POLE POSITION... A Konami hit?

Sega lead sports bonanza!





THE NEXT RUMOUR to reach the CVG Sportsdesk was the story that Sega themselves are planning to convert some of their own huge sports titles as well! *Virtua Striker*, as well as the '99 edition which recently arrived in the arcades, will benefit from a proper conversion to the new Sega machine.

Ice hockey, American football and baseball games are all also in development, with selected journalists being treated to a behind-closed-doors demo of a couple of them. The reaction? Well, be prepared to be blown away is the only thing we can say.

Silicon Dreams, hot on the heels of the announcement that they have secured the right to program the official Olympic Games titles for the next two tournaments, announced that they would be bringing that licence to Dreamcast as well as a conversion of one of their major football games, either the UEFA game or *Michael Owen's World League Soccer*.

Finally in our rumour bonanza, we have the last bit of speculation this month. With *Premier Manager* the latest in the Actua Sports series to clean up in the charts, the news that *Actua Soccer 4* is already in development – and the hard-bitten, "seen-it-all-before" sports hacks on CVG believe that this is going to be on Dreamcast too.





FOOTBALL SIM | BY CRIMSON | APR RELEASE | 1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL: 0171 368 2255

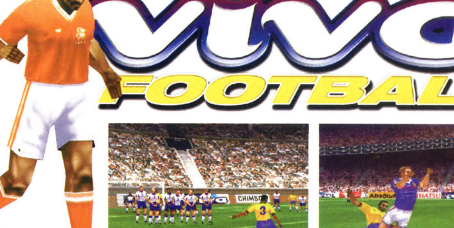
Brazil 1970, the greatest team ever, versus England's 1998 heroes with Michael Owen? Only in your dreams right? Not exactly...

viva FOOTBALL

The fierce battle between *FIFA*, *ISS*, *WLS* and *Actua* for the football crown is not something that welcomes new challengers. Indeed, many have tried and failed – *Three Lions* is a prime example. And now we have another young pretender to the crown in *Viva Football* from Virgin.

It's been in development for quite some time, and the programmers have been continually putting the release date back as they tweaked and fiddled with their engine and gameplay.

Now it's finally getting a release into the most competitive of all the sectors in the video games market. And the good news is that it more than holds its own against the heavyweights.

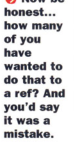




Oi ref... You're losing a bit on top here. Friar Tuck mate... ha ha.

'58, '62, '90 – COMING!

The big selling point of *Viva Football* is that you can basically recreate the World Cups of old using any of the teams that qualified in a certain year. All the real players are in here, and there's no bias towards England or anything like that – you won't be able to play as the '94 team because they never made it to the finals! Any of the old teams can be matched up and the rules even change depending on who you play as. For instance if you play Germany '66 against Germany '98, the rules will be as they were in 1966, because they are the home team. So don't be surprised when the 'keeper picks up a back pass.

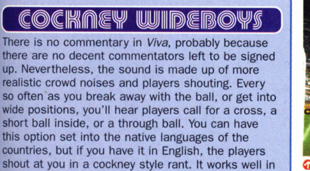


Now be honest... how many of you have wanted to do that to a ref? And you'd say it was a mistake.



COCKNEY WIDEBOYS

There is no commentary in *Viva*, probably because there are no decent commentators left to be signed up. Nevertheless, the sound is made up of more realistic crowd noises and players shouting. Every so often as you break away with the ball, or get into wide positions, you'll hear players call for a cross, a short ball inside, or a through ball. You can have this option set into the native languages of the countries, but if you have it in English, the players shout at you in a cockney style rant. It works well in the context of things, and while the info that players shout at you may not be vital, it's still a cool idea.





He rose like a pilchard at the back stick... or is that haddock? Hmmm.



Have a dig son... BOSH!



Take that... and another! Goal pie indeed.

CVG OPINION

***Viva Football* makes it easy for you to pick up the basic controls and still leaves lots to learn with regards to trick moves and more complete controls. Anyone with an ounce of football game knowledge will be playing precise through balls and intricate passing movements.**

The look of the game is impressive. It's nothing groundbreaking, but players don't have long, drawn-out animations, it's all instant, which is vital in a football game. Having said that, there isn't much room for quick free kicks as you have to charge a long energy bar, leading to you playing short piddly kicks. Another small gripe I have is that the shooting and goalkeeper quality seem strange. 'Keepers let in the most feeble shots and pull off Gordon Banks style saves for the impossible.

But, it's an enjoyable game and is certainly better than some of the other dross being churned out.

STEVE KEY

RATING



It may not be original, but Viva Football is a very playable game and one that's very easy to pick up. Well worth a look.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PlayStation

FOOTBALL MANAGEMENT | BY GREMLIN INTERACTIVE STUDIOS
OUT NOW | 1 PLAYER

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• PC VERSION PLANNED
• STORAGE 1 CD
• PUBLISHED BY GREMLIN
• TEL: 0114 263 9900

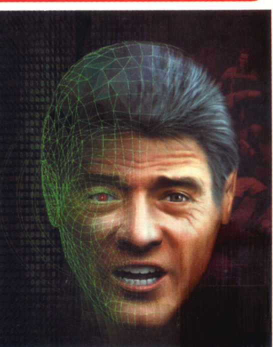
Premier Manager was the best-selling game of 1998, and Gremlin are confident this new version will do the business for them again.

PREMIER MANAGER NINETY NINE

Gremlin have shown just how much they value this game by getting the PlayStation version finished before the PC, even though the PC is where this style of game is most at home. But with most of the gripes and complaints people had with the original now removed this should be the definitive version.

Barry Davies still provides the commentary for the action parts, and now the whole interface has been made it easy to negotiate, as it's joypad-friendly. The pointer cycles between all of the available options now rather than you having to do everything manually.





OTHER CHANGES

You can now take over a team from anywhere in England – or one of the Italian Leagues, which wasn't an option before. There are a couple of more "chairman-like" decisions for you to make too, such as who you want to sponsor the shirts and when to make ground improvements.

If the improvements work, you reap the financial benefits of increased attendances. Also, if you get sacked three times in a row, the game no longer lets you use that moniker!

Unfortunately, you still can't change the tactics during a game if you're watching the highlights, but if you're just looking at the quick game everything can be altered from there.

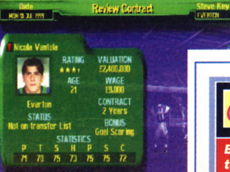




PLAYER POWER

Transfers are obviously a major part of the game, and your ability to poach the best players is vital. Some clubs require you to trim the current squad, and putting the reserve team fringe players out on a free transfer isn't a bad idea. Players worth looking out for are Phillipe Clement from Coventry – he scores loads, Gustavo Poyet from Chelsea, as he also notches a fair few, and Kinkladze – if you can get him. He's well worth the cash.





CVG OPINION

When I first played *Premier Manager '99*, I wasn't exactly bowled over. But as the season got going, things improved. The little changes make everything more obvious, so there's no fumbling around swapping players or negotiating contracts.

Within a couple of months of the season, I'd bought Poyet, Aaron Winter from Lazio and Nicola Ventola from Inter Milan to the 'mighty' Everton, and we had one eye on Europe while sitting in seventh place. But then we got a couple of long-term injuries, three men sent off in one game and form dipped.

Despite reaching the semi-final of the FA Cup, Everton were relegated, and that's when you realise this is a brilliant game – not only is it tough, but you feel loyal to your team and want your retain your credibility as a manager so you vow to bring them back. So I'm off the take Everton to Birmingham. Think of me when you're in Europe. Sob... *STEVE KEY*

RATING



Betters the original in every way. Much easier to use and navigate, it'll have you cheering and moaning in true Premier Passions-style.

PC CD ROM

ULTIMATE SOCCER MANAGER '99 SEASON EDITION

Ultimate Soccer Manager proved to be a fun management game last year. As well as all the usual wheeling and dealing that comes with this sort of game, it also allowed you to offer bungs when trying to buy players, and even bet on games. This update includes everything that made last year's version great, plus one major addition – the Dutch league. This may not sound like much, but this league is a major talent pool and gives you the chance to buy the De Boer brothers.

One good or bad thing, depending on your personal opinion, is that players switch allegiances to other clubs very quickly. Players who you know wouldn't leave their clubs in a million years are transferred within months of the game starting, which slightly upsets the believability. Apart from this, nothing else has changed, not even the old photo from Euro '96 that appears on the loading screen. It's still a good game, but we would have liked a few more reasons to go out and buy the update. **ALEX HUHTALA**

- FOOTBALL MANAGEMENT
- OUT NOW
- BY IMPRESSIONS UK
- 1-8 PLAYERS

- PRICE £29.99 (£14.99 FOR ADD-ON EDITION)
- 97/98 SEASON STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SIERRA
- TEL 0118 920 9100

Good to see they've worked out the equal proportions of everything in this game.

PC CD ROM




NBA LIVE '99

Electronic Arts Sports expand their ever-increasing portfolio with the latest PC version of the *NBA Live* series. From the start you can tell it's going to be another highly polished piece of EA Software. The front end is very smart and easy to use and the look of the game is brilliant.

The players all have their real faces and for this update they have facial expressions too. When they go up for dunks, they start shouting and if they're knocked over they wince or frown. The other side of the coin with regards to the dunks is that for a simulation game, the players jump to almost *NBA Jam* heights ,which kind of spoils the emphatic nature of the jam. If you're playing on a key-board, the game isn't as good, as you have too many moves and not enough fingers to use all of the buttons. But it's good fun and excellent for those with any sort of NBA interests. **STEVE KEY**

- BASKETBALL SIM
- OUT NOW
- BY EA
- 1-8 PLAYERS

- PRICE £29.99
- MULTIFORMAT PREDECESSORS AVAILABLE
- PS VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY EA
- TEL 01753 549442

Robinson drives into the paint, leaps and slams down the emphatic jam. Quite.

PC CD ROM




FOOTBALL WORLD MANAGER REVIEW

Comprehensive. That's the first thing you can say when you see *Football World Manager*. With somewhere in the region of 25,000 active players, each with stats and little mock-up pictures, you have a lot of scope. All the major leagues are here and you can pick players from any of them.

You can also do all of the less managerial things, like stadium improvements. You get a little action bit at the top of the screen showing what's happening in the game which although limited, is quite funny. It's also very easy to change tactics during the game.

I do have some small gripes though. I found it difficult to swap player positions, and trying to rearrange after a sending off is difficult. It's a classy management game, but doesn't quite match up to games like *Champ Man* and *Premier Manager*. **STEVE KEY**

- FOOTBALL MANAGEMENT
- OUT NOW
- BY CAFFEINE STUDIOS
- 1-8 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY UBI SOFT
- TEL 0181 944 9000

FWM carries the 'Big Ron Seal of Approval'. And so does Carlton Palmer, which is worrying.

SPOT THE BALL!

Remember folks that the CVG Football we've cunningly hidden somewhere in the mag is NOT ON THESE PAGES! Got that? So no more of your clever letters on the subject. Thank you.

If you think you've spotted the ball this issue, send it on a postcard to Spot the Ball #208 along with your name, address, phone number plus your boot and clothes size. Last month's winner, who correctly found the ball on Page 54 on the *Half-Life* review, was **Andrew Dawson**, of **Kenton bar East**, **Newcastle**. Give us a call Andrew and we'll sort something out.



All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #208
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Hot new games

Dreamcast has ARRIVED with a stunning conversion of *Sega Rally 2*. We're not doubting any more. Meanwhile *Gran Turismo 2* is cooking!



SEGA RALLY 2

BY AM ANNEX 1-4 PLAYERS OUT NOW (JAPAN)

Exclusive! First UK playtest of Sega's massive Model 3 arcade conversion!

THE IDEA:
A conversion of the fantastic arcade game with loads of new features especially for Dreamcast owners. More than 20 real-life rally cars race around fictional courses which are designed to test your racing skills to the max, complete with the best graphics yet in a driving game!



Can you believe this is running on a console!





BEST FEATURES:

★ Play against up to four people around the world simultaneously on the internet using Dreamcast's built-in modem!

★ A two-player split-screen mode lets you challenge friends without linking up with other machines.

★ The four arcade courses are included, as well as more than 15 all-new stages. Plus the original *Sega Rally* Desert course!

★ Collect loads of hidden real-life rally cars by playing through the massive 10 Year Championship!

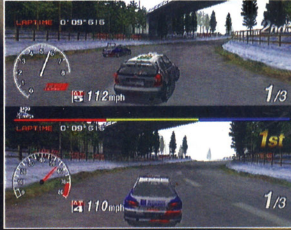
★ Store your best times on the special Visual Memory mini-game and show them off to everyone you meet!



Before each championship race you get to check out the map, weather and car settings.



Racing through a muddy jungle on a foggy, rainy day at 129mph is a hell of a lot of fun! Get your car settings just right if you want to win.



The two-player split-screen mode is great – the graphics have lots of detail and run quickly, and the car handling is just as good as always!

FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

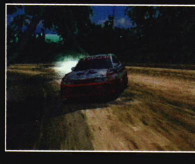
GRAN TURISMO 2

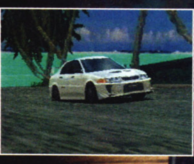
BY POLYPHONY DIGITAL **1–2 PLAYERS** **OUT TBC**

The sequel to the UK's biggest-selling game of 1998 is now in production!

THE IDEA:
Amazing though the first game was, the original team believes they can improve on it for this sequel. Expect improvements in every area, plus a whole load of awesome new cars to race – this should be the peak of PlayStation driving games!









BEST FEATURES:
★ More racing styles including rallying and street races, each with their own selection of cars.

★ Over 400 genuine cars, each with even more realistic handling than in the original *Gran Turismo*. It even features Mini Coopers!

★ *GT2* will work with the PocketStation so players can take their cars everywhere.

★ Improved artificial intelligence for computer drivers – races will be more competitive and exciting than in the first game.



STREET FIGHTER ALPHA 3

BY CAPCOM **1-2 PLAYERS** **OUT APRIL**

THE IDEA:
The latest addition to the *Street Fighter Alpha* series. More characters, more moves, and all manner of detailed gameplay adjustments.

BEST FEATURES:
★ *Super Street Fighter* characters return!

★ Unique, multiple "ISM" fighting styles.

★ First *Alpha* game for Blanka, Vega, etc.



This is a picture of the arcade version, but the PlayStation game looks almost identical. Expect a full feature next month.

WIPEOUT 3 (WORKING TITLE)

BY PSYGNOSIS **1-2 PLAYERS (TBC)** **OUT NOV**

THE IDEA:
The follow-up to the massively successful *Wipeout 2097*. Expect more of the futuristic anti-gravity racing which made PlayStation a hit.

BEST FEATURES:
★ Eight all-new circuits and three new teams.

★ Dual Shock support for analogue control.

★ Expect a big-name dance soundtrack.



No in-game shots of the new *Wipeout* just yet. You'll just have to imagine what it looks like, along with the rest of us!

INCOMING: HUMANITY'S LAST BATTLE

BY RAGE **1-2 PLAYERS** **OUT NOW (JAPAN)**

THE IDEA:
Stop the alien invasion! Converted from the 3D card-enhanced PC game. Proof that Dreamcast can match a £1,000 PC.

BEST FEATURES:
★ Hardcore weapons including a Harrier Jet!

★ Graphics as good as the top-level PC.

★ Non-stop action! No time to weep!



***Incoming* looks great and plays like a modern 3D version of *Space Invaders*.**

DONKEY KONG 64 (WORKING TITLE)

BY RARE **1-2 PLAYER (TBC)** **OUT DEC (TBC)**

THE IDEA:
Rare haven't revealed anything much about the game, other than this incredible screenshot! Yep, this is the game.

BEST FEATURES:
★ Will create a new standard for N64.

★ Famous *DKC* buddy-style gameplay.

★ A massive 3D playing area. Loads to do.



***Donkey Kong Country* made SNES perform the impossible. Now it's N64's turn.**





V-RALLY 2

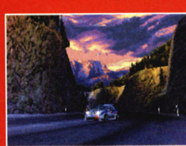
BY INFOGRAMES **1-2 PLAYERS** **OUT MAY**

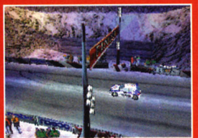
Long awaited sequel to last year's best selling *V-Rally* game.

THE IDEA:
Step into some of the best rally cars in the world and race your way through all the continents, power-sliding around corners and generally putting your foot down as much as possible. It'll be better looking and have so many more options to choose from.



Yet another stunning PS racer on its way!





BEST FEATURES:
★ Infogrames claim there will be 92 courses to choose from!

★ You can learn how each car handles at a new rally school before attempting the races.

★ Cars now take damage, so be prepared to lose the odd wing or wheel in nasty collisions.

★ In addition there are 20 official cars from the World Rally Championship and lots of hidden classic cars too.

★ The game now has six game modes including arcade, time-trial, championship, rally, duel and battle modes.



LE MANS

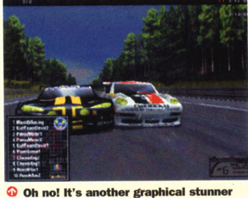
BY EUTECHNYX **1-6 PLAYERS** **OUT MAY**

THE IDEA:
Based on the gruelling 24-hour race. Race from day to night, and back again, in simulation or just have a burn around in the arcade mode.

BEST FEATURES:
★ The Le Mans circuit perfectly recreated.

★ Real-time 24-hr racing with time reduction.

★ Cars made according to real life models.



Oh no! It's another graphical stunner vying for position. Come May we're going to have our work cut out for us on CVG!

STREET WARS

BY INFOGRAMES **1-4 PLAYERS** **OUT MAY**

THE IDEA:
Become a recognised gangster: Take over property; run Strip Joints and Peep Shows, while avoiding the Old Bill.

BEST FEATURES:
★ Choose the right heavies for the "job".

★ Go from Hicktown to downtown Chicago.

★ Bribe cops to ignore your dodgy dealings.



Wonder if this game will feature gangster speak too. Then it will be cool.

COMMANDOS: BEYOND THE CALL OF DUTY

BY PYRO **1-6 PLAYERS** **OUT MAY**

A stand-alone update to the hit army game from last year.

THE IDEA:
You take control of a group of soldiers, each with different abilities. Combine their skills to kill enemy soldiers, infiltrate bases and take out the enemy. This time, it's set in Eastern Europe and Greece during WWII.



More detail means better gameplay when it's this fiddly.



BEST FEATURES:
★ New, higher resolution graphics and larger textures.

★ Game maps are double the size, with multiple mission objectives.

★ New weapons have been added, including BAR and M1 rifle.

★ German troops now feature, as well as more aircraft and tanks.

★ Best of all, the way you can use decoys has been enhanced. Look out for cool tricks with rocks, handcuffs and cigarettes.

RETRO FORCE

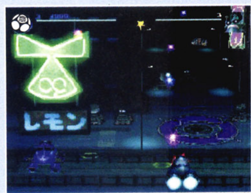
BY PSYGNOSIS **1-4 PLAYERS** **OUT MARCH**

THE IDEA:
You are part of Retro Force, a team of elite combat pilots. You must stop a plot by aliens to take over the world.

BEST FEATURES:
★ 4-P simultaneous or turn-based game.

★ Ground and air based missiles and lasers.

★ Four main bosses, plus loads of sub-bosses to blast.



The Japanese writing says Lemon. Let's hope *Retro Force* is anything but. It's this versus *R-Type Delta*, friends.

POPULOUS: THE BEGINNING

BY BULLFROG **1 PLAYER** **OUT MARCH**

THE IDEA:
You are a Shaman who must protect and lead a primitive tribe, ensuring their safety and development, by conquering any hostile neighbours.

BEST FEATURES:
★ 26 different spells to inflict damage!

★ 3D worlds can be rotated and enlarged.

★ The *Armageddon* spell! Wait and see!



Hopefully it's the 'beginning' of something big for PC. A curse on whoever said PC games were dull and boring!

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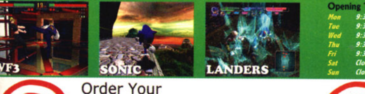
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KEEGAN ON ME 'EAD SON!

He's still one of the most recognisable characters in world football – and we got invited to have a kickabout with him!

ON-LY YOOOOOOOOUUU

When Kevin Keegan was signed up to endorse the new *Premier Manager* game by Gremlin, it raised a few eyebrows. After all, why not go for a slightly more high-profile manager – Alex Ferguson or maybe Gianluca Vialli. But having spent the day with Wor Kev and seen him in action, it's easy to see why.

We were invited to go down to Fulham's plush training ground to be put through our paces by ex-Everton star Paul Bracewell. A "light" training session would be followed by a five-a-side tournament in the afternoon. Then a Q&A session, in which we got to ask those questions you've always wanted to ask. The thing is, once Kev got going, there was no stopping the man!

FORGET SHEARER, ROB LEE IS THE MAN

A scattering of football mag journos, games press and TV reporters, assembled for a press conference. Kevin was ready and waiting to take any questions aimed at him. Something that may surprise you was his answer when quizzed about his best buy ever. Darren Huckerby was one mentioned, Andy Cole another, but the one he plumped for was Rob Lee. When asked who he would buy if he had unlimited funds, Zidane was his choice – unsurprisingly.

WE ATE ALL THE PIES!

Now imagine all the notoriously unfit reps and journos donning some high-class *Premier Manager* clobber and boots that haven't seen the light of day in some months now and being put through their paces on the training ground.

A few laps and already people are sweating. Exercises? A few more pounds shed. But nobody dropped out. Onto the tournament. Our man on the inside, Steve "Kev" Key, and his fellow team members were arguably the best side on display with their silky passing and movement. So it came as no surprise that they won the tournament with a three seconds, golden goal winner in the final.

Another medal for the Key mantelpiece. It was a top day and one that confirmed Kevin Keegan as an all round top fella. He was only riled when someone tried to nutmeg him in one of the games. The old head never falls for that one…



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You read about the greatness of the man, now own his game! Gremlin have very kindly offered to stump up five copies of *Premier Manager '99*, five top footballs and five posters all signed by the great man himself.

To win yourself one of these goodie bags, all you have to do is write in and tell us in which 70s TV show Kevin Keegan fell off a bike? Ask your parents if you don't know. Send answers to **KEV IS THE DON** at the usual address. The closing date is 15th March and we'll print the winners in CVG Sport in the May issue.















PREMIER MANAGER NINETY NINE

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FREEPLAY

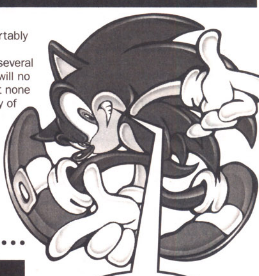
PLAYSTATION STILL HURTING DREAMCAST

After a record-breaking debut just before Christmas, Dreamcast sales are now levelling off. It seems all the core users have got their machine, and *Virtua Fighter 3tb*. But casual gamers are waiting to see the next wave of games before deciding.

When it was released, *Sonic Adventure* sold more copies than there were Dreamcasts in homes. Sega have now supplied retailers with 500,000 consoles and predict they will comfortably meet their sales targets.

Dreamcast already has several RPGs in the pipeline which will no doubt sell well in Japan, but none of these enjoy the popularity of the *Final Fantasy* or *Zelda* adventures.

Final Fantasy VIII is still selling thousands more PlayStations on advanced orders alone. The Namco-produced RPG, *Tales Of Phantasia*, also sold fantastically well.



TUROK 2 TRIALS

In the rush to supply the US and Europe with *Turok 2*, Acclaim made a few boo-boos. Some American customers picked up copies that were not quite final – there were problems with 'slowdown', and jerky screen update.

The weirdest of all though was that Paul's copy of the game arrived with two instruction manuals – but there was no sign of the actual game!

Luckily, he bought it from a reliable place – Video Game Centre in Bournemouth – and was able to replace it.

CVG GRRRLS

Anyone else out there find the TV ad for *Zelda* sort of embarrassing?

The footage of the game is awesome. The presentation is cool overall. But what's all this "save the girl, or play like one" business?

You'd think Nintendo would want to avoid upsetting their female fans. What do you reckon?

Letters in to mailbag, please, with suggestions for similarly short-sighted advertising campaigns.

RED-HOT RUMOURS LIKE YOU WON'T BELIEVE!

• Big fat details about *Star Wars: Episode One* games. At least three are in development by LucasArts. We have details of two here.

Star Wars: Pod Racer has been in progress for two years already. It will initially be released for N64.

Pod Racer features Anakin Skywalker, during the races you can choose different paths on the course to win.

Another section requires you to pilot an N-1 fighter in locations as far, far away as Coruscant. *Phantom Menace* is originally being created for PC – it's a first-person shoot-'em-up/adventure, along the lines of *Dark Forces* we guess.

We're also looking forward to a Game Boy "interpretation" of *Phantom Menace*.

• A Nintendo 64 version of *Resident Evil* is on its way. Capcom won't confirm or deny this rumour, which any sensible person will take as a confirmation.

• *Power Stone*, the 3D street brawling game from Capcom will be released on Dreamcast a month after the game hits the arcade in February.

• Sonic Team are working on *NiGHTS 2* for Dreamcast. We've always wanted this, but now it could finally be happenning.

• *International Superstar Soccer*, and *Track & Field* – two of the greatest games on PlayStation – are coming to Dreamcast.

• The game based on the next Bond movie, *The World Is Not Enough*, is being developed by Rare for the new Nintendo console (which we told you about last issue).

So far MGM have confirmed that Nintendo are bidding for the rights. Well we can tell you that it's already a done deal!

READERS' MOST WANTED CHART

Relatively few votes for everything this month. You'll all be busy playing *Zelda*, and you'll probably all be reading the second part of our guide in this month's FreePlay. As it is, Dreamcast has finally been knocked off the top spot!

1.	METAL GEAR SOLID	PLAYSTATION
2.	DREAMCAST	SEGA
3.	FINAL FANTASY VIII	PLAYSTATION
4.	PLAYSTATION 2	SONY
5.	RESIDENT EVIL 3	PLAYSTATION
6.	SONIC ADVENTURE	DREAMCAST
7.	VIRTUA FIGHTER 3tb	DREAMCAST
8.	GRAN TURISMO 2	PLAYSTATION
9.	SILENT HILL	PLAYSTATION
10.	SOUTH PARK	NINTENDO 64

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

Contents

FREEPLAY HIGH SCORES

HIGH SCORES, CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

Five people this month win the Ascii controller of their choice for sending in their scores. But we want more! We want to know who's the best at all the latest games, so get playing, dudes! If possible, include a photograph as proof (and maybe a pic of yourself for us to laugh at) as well as your three-digit high score name. Well, get to it!

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

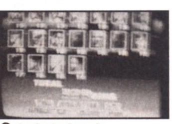
TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'03"15 (Yoshimitsu)
Rasul Mastofa (RAS), East London

WINNER!
SURVIVAL MODE
323 Wins (Law)
Craig Jackson (CJ), Manchester



Craig Jackson's photography certainly isn't going to win him any awards.

TEKKEN FORCE
193980 (Law)
Sajid Varachia (SAJ), Manchester

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME
1'04"4
Nury Gamboa

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:39'17
Mark McEwan, Glasgow
Game Complete (with Rocket Launcher) 01:23'18
Edward Cornwell, Bedford

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

This month we received some times from **Ahmid Nawaz in Edinburgh** which beat all of Mark McEwan's times by up to two minutes each. Thing is, we'd like to see some proof before we print them as the new definitive times. Can you prove them, Ahmid?

HOUSE OF THE DEAD (SATURN)

SATURN MODE
72,500
Joss Edwards (JAE), Devon

ARCADE MODE
78,580
Stephen Tsang (SHS), Warwick

BOSS MODE
Chariot 17"62
Fat Ade (ADE)
Hangedman 1'00"14
Chris J Haig (CJH), Taunton
Hermit 26"88
Chris J Haig (CJH), Taunton
Magician 47"96
Chris J Haig (CJH), Taunton
Fight All 2'46"82
Chris J Haig (CJH), Taunton

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

1080° SNOWBOARDING (NINTENDO 64)

WINNER!
Shannon Matthews gets the Ascii pad of her choice for her great *1080° Snowboarding* scores. Get in touch, cobbler!

HALF PIPE
Best Score 81497
Shannon Matthews (ANA), Sydney, Australia

AIR MAKE
Best Score 21850
Shannon Matthews (ANA), Sydney, Australia

CRYSTAL LAKE
Best Time 1'03"42
Joe Orchard (DAM), Hereford
Best Score 44517
Jamil Elkorchi (JIM), Harrow

WINNER!
CRYSTAL PEAK
Best Time 1'29"99
Robbie Bebb (ROB), Llanidloes



Robbie Bebb's the current Crystal Peak speed king!

CRYSTAL PEAK
Best Score 52722
Jamil Elkorchi (JIM), Harrow

GOLDEN FOREST
Best Time 1'22"96
Shannon Matthews (ANA), Sydney, Australia
Best Score 37955
Jamil Elkorchi (JIM), Harrow

MOUNTAIN VILLAGE
Best Time 1'35"33
Leo Smith (LEO), Thames Ditton
Best Score 36512
Shannon Matthews (ANA), Sydney, Australia

DRAGON CAVE
Best Time 1'32"30
Shannon Matthews (ANA), Sydney, Australia
Best Score 23026
Shannon Matthews (ANA), Sydney, Australia

DEADLY FALL
Best Time 1'10"42
Leo Smith (LEO), Thames Ditton
Best Score 37141
Shannon Matthews (ANA), Sydney, Australia

CONTEST SCORE
143039
Jamil Elkorchi (JIM), Harrow

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon



FOSSIL CANYON
Best Lap 20"05
Peter Veal, Bury St Edmunds

FOSSIL CANYON
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"29
Peter Veal, Bury St Edmunds
Best Race 36"99
Peter Veal, Bury St Edmunds

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 17"55
Peter Veal, Bury St Edmunds
Best Race 54"83
Peter Veal, Bury St Edmunds

PIRATE LAGOON
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'02"97
Peter Veal, Bury St Edmunds

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

TREASURE CAVES
Best Lap 13"09
Peter Veal, Bury St Edmunds
Best Race 42"47
Peter Veal, Bury St Edmunds

EVERFROST PEAK
Best Lap 26"76
Peter Veal, Bury St Edmunds
Best Race 1'20"97
Peter Veal, Bury St Edmunds

WALRUS COVE
Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'33"66
Peter Veal, Bury St Edmunds

SNOWBALL VALLEY
Best Lap 16"66
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 24"03
Peter Veal, Bury St Edmunds
Best Race 1'20"00
Peter Veal, Bury St Edmunds

WINDMILL PLAINS
Best Lap 28"02
Peter Veal, Bury St Edmunds
Best Race 1'33"01
Peter Veal, Bury St Edmunds

HAUNTED WOODS
Best Lap 16"49
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

SPACEDUST ALLEY
Best Lap 32"15
Peter Veal, Bury St Edmunds
Best Race 1'44"67
Peter Veal, Bury St Edmunds

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 27"21
Peter Veal, Bury St Edmunds
Best Race 1'29"17
Peter Veal, Bury St Edmunds

SPACEPORT ALPHA
Best Lap 29"79
Peter Veal, Bury St Edmunds
Best Race 1'46"67
Peter Veal, Bury St Edmunds

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

HOUSE OF THE DEAD (ARCADE)



81,200
(All scientists saved)
Michael John Laxton (MJL), Manchester



We get a fresh picture of Michael J. Laxton next to this *House Of The Dead* arcade machine sent to us every month. He's scared us into giving him an ASCII joypad.





Back in the old days, many thousands of years ago, there was a god of tips known as Tippok. He had to be kept happy with constant gifts of tips for the latest games, such as *Gladiator Battle 2* and *Super Pyramid Builder*. I am the new incarnation of this god, and demand tips NOW! Otherwise I shall destroy your Earth!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Ballz* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

WCW/NWO THUNDER

To give the wrestlers big heads, go to the title screen and press **R1 seven times, then R2, Select.**

For big heads, hands, feet and weapons, go to the title screen and press **R2 seven times, then R1, Select.**

To alter the Might Meter, go to the title screen and press **L2 four times, R2 four times, L1 four times, R1 four times, Select.**

To get the hidden wrestlers, go to the title screen and press **R1 four times, L1 four times, R2 four times, L2 four times, Select.**

To get the hidden rings, go to the title screen and press **R1, R2, R1, R2, Select.**

ODDWORLD: ABE'S EXODDUS

To skip through the game (only use this if you're REALLY desperate!), **hold R1 and press Circle, Circle, X, X, Square, Square.** You'll jump to the next section of the level, but Mudokons will die as punishment.
If you use this cheat you can't complete the game properly!



SPYRO THE DRAGON

To give yourself 99 lives, pause the game and go to the inventory. Now press **Square, Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle.**

To get access to all of the levels in the game, pause at any point and go to the inventory screen. Now press **Square, Square, Circle, Left, Right, Left, Right, Circle, Up, Right Down.** If you now go to a balloonist you'll be able to go to any level.

RALLY CROSS 2

To access a load of bonus tracks, start a new season and enter any of these as your name.

SISAO	Oasis track
ELGNUJ	Jungle track
FOSTER	Little Woods track
NIVEK	Frozen Trail track
MIT	Dusty Road track
KCIN	Rock Creek track
CIRE	Dry Humps track
BSIRHC	Hillside track

To get some cheat modes, start a new season and enter any of these as you name, just like the circuit codes.

MOOBMOOB
All cars
PREALL
All tracks and most cars
PREVET
Veteran level cars and tracks
PREPRO
Pro level cars and tracks
INCORPEREAL
Turn off collision detection
AIRFILLED
Low gravity
LEADSHOT
Original Rally Cross physics
MOONEY
Normal Rally Cross 2 physics

NINTENDO 64

TUROK 2: SEEDS OF EVIL

Here's a big bunch of cheat codes for *Turok 2*. The options will appear on the cheat menu once you've entered them once. You can also earn other cheats by playing the game through properly. Beating the last bosses a second time will give you extra cheats, such as invincibility.

BEWAREOBLIVIONISATHAND
Big Cheat (opens everything)
UBERNOODLE
Big Heads
STOMPEM
Big Hands and Feet
HOLASTICKBOY
Stick Men
PIPSQUEAK
Tiny Enemies
IGOTABFA
Pen and Ink Mode
WHATSATEXTUREMAP
No Textures
FROOTSTRIPE
Rainbow Colours
LIGHTSOUT
Blackout
AAHGOO
Baby Zach's face on gold crystals
HEEERESJUAN
Juan's face on red crystals



Cack at *Turok 2*? Never fear!

BODY HARVEST

To use any of these cheat modes, first enter your name as **ICHEAT** and start the game. Now, while playing just key in a code. They can be easily remembered by thinking of the C-buttons as the initial letters of the directions North, South, East and West, the cross-key directions as the first letters of Up, Down, Left and Right, and the Z-trigger as "F" for "Fire".

Weird Graphics
SURREAL (C-Down, Up, Right, Right, C-Right, A, Left)

All Weapons
ARSENAL (A, Right, C-Down, C-Right, C-Up, A, Left)

Fat Legs
LARD (Left, A, Right, Down)

Powerful Weapons
SNUFFLE (C-Down, C-Up, Up, Z, Z, Left, C-Right)

Create Mutant
SUFFER (C-Down, Up, Z, Z, C-Right, Right) A Harvester must be nearby

ROGUE SQUADRON

Use these secret passwords to access bonus levels and hidden modes.

IGIVEUP
Infinite lives
TOUGHGUY

All power-ups
ACE
Extra hard mode
HARDROCK
Luke's head is replaced by a beardy dude's on the regular title screen
CREDITS
Watch the credits
FARMBOY
Lets you use the Millennium Falcon on some missions.
TIEDUP
Gives you access to a TIE Interceptor. Press Up on the stick to find it in the hangar.
RADAR
Gives you a better radar display
CHICKEN
AT-ST bonus level
DIRECTOR
Enter this to watch all of the cut-scenes
MAESTRO
After putting in **DIRECTOR**, select Back and put this code in to listen to all of the game music.

There are some great bonus stages to find too. If you get Bronze medals on all the stages you can race through Beggar's Canyon, all Silvers gives you the Death Star trench run, and all Golds gives you the excellent Hoth Battle stage.



The beardy man cheat is great.

PC CD-ROM

CARMAGEDDON 2: CARPOCALYPSE NOW

Type in these cheat codes while playing the game to get some groovy features.

TINGTING
Free repairs
SMARTBASTARD
Finish race
TIMMYTITTY
Time bonus
STOPSNATCH
Timer toggle
WETWET
Credit bonus
CLINTONCO
Hot rod
BIGDANGLE
Mutant tail
EVENINGOCCIFER
Drink driving
MRMAINWARING
Panic pedestrians
FASTBAST
Turbo-speed pedestrians
ZAZAZ
Pedestrian annihilator
GOODHEAD
Stupid headed pedestrians
LEMMINGIZE
Stupid brained pedestrians
MOONINGMINNIE
Moon gravity
POWPOW
Opponent repulsificator
STICKYTYRES
Drive up walls
WOTATWATAMI
Slippery tyres
STIFFSPASMS
Mutant corpses
TILTY
Pinball mode
WATERSPORT
Underwater ability

ROGUE SQUADRON

To use any of these cheat codes, click on Settings, then click on the box below "Passcodes" and enter a code.

IAMDOLLY
Infinite lives
CHICKEN
AT-ST bonus level
LEIAWRKOUT
Turns on force feedback
GUNDARK
Alters force feedback control
RADAR
Improved radar
TOUGHGUY
Technology upgrade
CREDITS
Watch the credits
DIRECTOR
View cutscenes (from High Scores)
MAESTRO
Listen to game music (from High Scores)

THIEF: THE DARK PROJECT

There's a very cool secret in *Thief* – a hidden basketball court! To find it, go through training until you get to the courtyard. Spar with the guard until he heads back to where he came from, then hit him a few times to stop him. Now take the key from the table and go where he came from, down the hall and through the locked door. You should find the basketball court and ball!

HEDZ

To turn off all of the enemy intelligence, press **T** while playing then type "**too hard for me**" and press Enter.

If you still can't do it, make yourself invincible by pressing **T** while playing and typing "**oh my god**", then pressing Enter.

GAME BOY COLOR

TETRIS DX

In case you've been playing *Tetris DX* and haven't noticed, there's a terrible bug in the game which can be used to your advantage. To move a piece UP the screen, **put it against the left wall and keep holding Left. Now tap the A button repeatedly** and it should move up the screen. To move a piece up the right wall, **hold Right and tap B repeatedly.** This works with all the blocks except the long, straight ones.

ARCADE

VIRTUA STRIKER 2

If you're playing as a powerful team (Holland, Brazil, etc) it's possible to score a goal straight from the kick off. As the referee blows the whistle to start the game, **hold Up+Right and hold the Shoot button to charge up the bar to about 25% power.** Now let go of everything and you should be 1-0 up straight away!

To play as the hidden team, FC Sega, go to the Team Select screen and highlight these teams in this order, pressing the **Start button once** on each: **Spain, Germany, England, and finally Croatia.**

To play as the crazy Yuky Chan team, go to the Team Select screen and move the stick in these directions:

1. **Press Down+Right and Start**
2. **Press Down and Start**
3. **Press Left, the Right and Start**
4. **Press Right and Start**
5. **Press Down+Left and press Start three times**

DAYTONA USA 2

To get mirror mode so that the course is completely reversed, go to the Circuit Select screen, **hold Start and select your course.** Now pick a car and transmission as usual and everything should be backwards.

For Time Lap Mode (all other cars are removed so that you can attempt fast laps without worrying about anyone getting in your way), go to the Transmission Select screen, **hold the Start button and choose your transmission.** You should notice a different timer in the bottom corner when you start the race.

WE'RE STUCK!

Dear CVG,
I'm stuck and thought you would be able to help. I bought *Metal Gear Solid* on import (US) and have killed Revolver. I need to contact Meryl by Codec but don't know her frequency. I know it's on the CD but don't know how to look at the case. Please help, it's driving me nuts.
Thank you in advance.
R. Taylor, Huddersfield
PS. It may sound sad but I really need help. Thank you.

CVG: You don't know how to look at the CD case? Try using your hands (you'll find these at the end of your arms) to pick it up, then use your eyes (you should have these in your face right from the start of life) to look at the back (on one of the screenshots). Konami fooled you by involving that scary "real world" thing, huh? Don't worry – we don't like it much either.

Dear CVG,
I've just bought *Tenchu* and I was wondering if you had any cheats for it, not that I need them because I'm on the 8th level and I've only had it two days.
Thanks very much.
James Fairbrother

CVG: Yeah, right. So you don't need any cheats? We won't bother printing any then.

Dear Computer and Video Games,
Where do you place the two doom books do you put them on a shelf or something it is for the PlayStation PLEASE CAN YOU HELP ME!!!
Michael Rowley, Ramsbottom

CVG: It helps if you let us know what game you're stuck on when you write in. Thankfully we can tell you're talking about Resident Evil, and know that you should look at the books, rotate them so that pages are facing you and press X to open them.

Dear CVG,
I am completely stuck on *Broken Sword* for the PC. I can't get past that goat at the castle in Ireland. I have the gem but cannot get past that pesky goat! Can you help me please?
Yours sincerely,
Stewart Sizer, Harlesdon
PS. Please help!!!

CVG: Grab the rope tied around the goat and tie it to the plough. You've got to get your timing just right though, so it may take some time.

Dear CVG,
I'm stuck at the movie stockade on *Broken Sword 2*. I've given Bert a pancake with maple syrup and now he will not eat another. I have talked to everyone and I'm still stuck. I think it's something to do with the hornet's nest in the bush, but I am not sure. So please could you tell me what I should do now?
Yours sincerely,
Chris Spain

Dear CVG,
How do you get past the film set in *Broken Sword 2* for I would like to get further in this awesome game.
Alan Devally

CVG: If your brains were tuned to Broken Sword 2's bizarre logic, you'd know that you then have to use a bun on the bush, then get another one and use that on the bush too. Of course.

Please – no more Broken Sword questions. Every month we get loads and loads of letters begging for help, normally in these two places, but we can't handle any more. It's driving us mad.

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Think you know better than the millionaire games developers? Think you know the next big game that everyone wants to buy? More importantly, is it your own original idea? If the answer is yes, then put pen to paper and tell us about it, and you could be jet-setting your way to a dream career, sitting behind a desk creating games, cooped up all day in a dark and dank office, with no windows, blazing hot, with a broken drinks machine, and deadlines to meet, bugs to be fixed. Come on, you know you want to!

SYNTHETIC GENETICS

© Tom Dentith, Flintshire, 1998

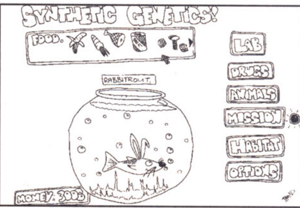
In this game you play the controller of a genetic engineering lab. The aim of the game is to create new animals by cross-breeding, gene-splicing and other scientific wizardry.

There are two ways to play the game. Either you can simply make new animals just for fun without a basic aim in Play God mode, or you can play the Missions mode.

In Missions, different people who ask you to create different animals with certain characteristics. So the US army may ask you to create a hulking monster to aid them in defence, or a local circus may ask you to create a new addition to their freak show. As you continue through the game, the missions get harder until you complete the hardest task and finish the game.

You start the game with a few normal animals, such as a pig, a monkey and a dog, and your level of technology is low. Get new animals by buying them from zoos and farms or breed new ones of your own.

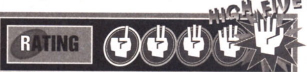
As you get further into the game, you will need to develop better technology. At the start of the game you can only create new animals by forcing them together and hoping they will breed, but as you get better you can impregnate animals artificially, and at the highest level of technology, create completely new animals in the Life–Generator.



You can also try illegal methods such as genetically engineering humans, but you have to make sure you don't get caught. Human/animal rights activists will also try to spoil your plans. When you create new animals you have to consider things like where it will live and what will you feed it? I mean what would you feed a zebra/goldfish cross and where the heck would it live?

The main appeal of this game would be being able to cross any animal and see the results. Imagine a cow/chicken/sheep/pig cross – the ultimate livestock!

CVG: A brilliant idea Tom, with endless variations available. It allows you to be Dr Frankenstein, and bin the unwanted results. Check out this month's* Sonic Adventure *preview, and witness the miracle of A-Life, a very similar concept.



BODY SHREDDER: BOSWITCH

© Mark Attmore, Cambridge, 1998

You play the part of Boswitch, a germ which is trying to take over a human body. You do this by spreading disease and illness to different parts of the body. There are many baddies such as red and white blood cells. If you attack the brain or spinal cord, the body becomes paralysed. This makes the body easier to destroy.

You would also be able to play a multiplayer game where you have to seek and destroy your opponents inside the body.

Flu and chicken pox are just two of the illnesses you can cause. Every time you cause an illness, you get to watch a clip of what reaction the body has. Loads of weapons can be picked up to fight off blood cells. You can cause illness in nearly every part of the body.

Once you have destroyed the body, it turns into a pile of soot. Every time you destroy a body, Boswitch becomes stronger.

CVG: A great idea Mark, this could play like the movie* Fantastic Voyage*, crossed with the game* Descent*. Have them battling inside Carol Vorderman's body and you've got a deal!

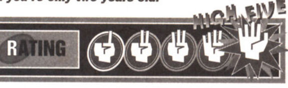


MORTAL BLIND DATE

© Luke Howarth, Rochdale, 1999

When you choose your blind date and go on holiday together, you have to see if your blind date is a nice tarted-up bird, or an old smelly alien in disguise. If she's an alien, you have a choice of weapons to blow your enemy alien from the face of the earth!

CVG: Genius! A better concept than Quake... and you're only two years old!



TERROR

© Stephen McKibbin, Warrington, 1999

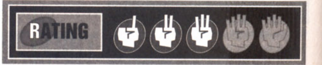
Terror is a brilliant state of the art action 3D platform game. Here's the deal. Just before the end of World War 2, toxic waste that was going to be used in a very deadly bomb is buried underneath some houses. Fifty years on, new gas mains and pipes are fitted underground, unearthing the waste, which mutates anything in its path – like, zombies wreak havoc.

Your role in the game is a choice between Calvin, a full-hearted hero, or Nicola, a Lara Croft-style gymnast.

You have to kill all the zombies to save yourself. Unfortunately, your parents are the lead zombies. Uh-oh! Now you have to blow up the toxic waste before the toxic waste virus spreads and takes the town by storm. This game is like *Resident Evil* meets *Tomb Raider*.

The climax to the game is in the local school, where you must fight the beloved headmaster after he himself falls into a giant vat of toxic waste. It's a small town, and residents don't think you deserve to live. I'll finish on that note.

CVG: Is this a game, or a ruse to get a headmaster covered in a vat of toxic waste, lame BBC light entertainment show style? Still,* Tomb Raider*, zombies – you know what the people want, and who are we to argue? We'll finish on that note.



LEI WULONG SIMULATOR

© Sîan Reid, Manchester, 1999

This game is a sort of cross between a puzzle and a shoot-'em-up. When you've just started, and you've got Chris, the first character, you'll find it pretty easy. Follow trails of graffiti, footprints and fingerprints to catch up with the criminals.

In the police station, if you find the criminal has weapons, or is a murderer, you shoot him. When you have Chris, your weapons would be a knife, a handgun, a net and a short pole to knock out people with. Your first vehicle would be a motorbike.

If you get onto the second disc, you will get Lei, a helicopter, a car, a faster motorbike, a bike, a shotgun and a police dog.

On this level, the crimes will vary from vandalism to murders, suicides, robberies, raids and smuggling. You'll get people who are drug addicts, hooligans, even psychopaths. You get people trying to kill you, but by then, you should have found a pack of grenades, so you could just blow them up. Everybody you meet will be a criminal, and you have to stop them – or kill them!

CVG: Taking a character from* Tekken 3 *and putting them in their own adventure is a good idea, but heed the warning that is* Mortal Kombat Mythologies*. Ask yourself: 'Is this an adventure game, or more action-oriented, or a mix of both?'



AFRO-HAIRED DISCO ZOMBIES FROM FAR OUT, MAN

© Chris Bannister and Nick Johnson, 1999

You start the game as a sad, pathetic, unemployed, ex-band member whose group split up in the '70s. You live in a small, quiet city. Quiet, that is, until... Saturday Night Fever – that's a skit, not a mistake – hits town.

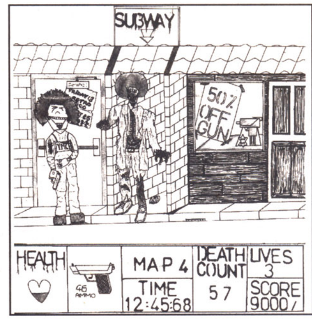
Its super-funky beats and stepped-on cat vocals (the Bee Gees) brainwash even the smartest of people, turning them into blood-thirsty, flesh-eating zombies with afro hairstyles!

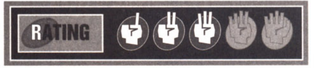
The game is a scrolling beat-'em-up. As you walk through the streets, you can enter various shops and buildings, picking up weapons along the way, ranging from toothpicks to Uzis, or razors to mace spray. The aim of the game is to find your band members, regroup and put on a concert. But this is where things go pear shaped. Like PaRappa, you need to play to a beat when at the concert. Time is short and soon your members will change.

No game is complete without end-of-level bad guys – and my game, er... doesn't have any. Oh, erm, never mind – there's no point in them because the game's too damn long.

Various famous musicians turn up throughout the game and the more you persuade to come and play at your concert the more points you get. The endings vary depending on the amount of points you've got – the more the better.

CVG: You didn't give your game a name, so we took the liberty of suggesting a working title. Not sure about the beat-'em-up part, but add some Rick Wakeman, ELO and an appearance from Leo Sayer and we'd play it.





PAINTBALL PRO: THE TEENAGE YEARS

© Beckett, 1999

This is a game that will try and succeed in capturing the fun of being a teenager. But this isn't about squeezing your zits at people – this is paintball. In this game, there would be loads of different modes to play, including Capture the Flag, Shoot the Gang Leader, and of course KILL KILL KILL! All of these modes speak for themselves.

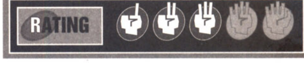
There would be loads of different places to play all the different modes, like a house where as a defender you would be able to hide in the cupboards, in a loft, behind doors – in fact, almost anywhere you want really.

Other areas include the detention room at the local camp, the chippy, a football ground, and a fight at the local Clearasil shop. There would loads of different weapons and ammo, including the super-python, an awesome gun that fires up to 12 rounds in 30 seconds.

You can play as Biff, main character and comp bully; or Buff, who is the best player as he's a paintball buff; or Boff, the geek from the grammar school up the road. Secret characters include PJ and Duncan, "Arr, me eye mon!", Lara Croft, and of course the CVG team.

On completion, you get to see the great sequence where PJ gets hit in the eye in slow motion as well as a gun that shoots acne. Included in the £34.99 price, you would get a small pump action paintball gun and a disposable 10-picture digital camera, with software to put your annoying brother or sister in a shooting gallery to practice on in both the game and in real life.

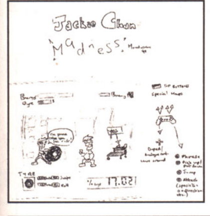
CVG: Looks like you've thought about this game a lot – especially the annoying brother/sister part. But how you'd be able to give so much stuff away for only £34.99 – and pay us millions for appearing in the game – is a mystery. What's paintball got to do with being a teenager anyway?



JACKIE CHAN MADNESS

© Matt A, Stevenage, 1999

I know there's a new Jackie Chan game coming out for the PlayStation but it looks crap, so I've designed a better one called Jackie Chan Madness! Jackster will visit various locations from the mall, to a kitchen to the streets, taking on all different types of baddies.

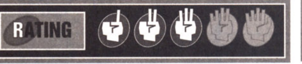


The good part is, each location will have around 200 different usable items, ranging from from a silver plate to a sock, and of course a backpack. Each item will have four unique moves, so a cardboard box could be used to block attacks or could be put on an enemies' head!

Add to this not only a fast pace, loads of phrases from Jackie direct from the films and cool Japanese music plus sound effects, but cheats to re-enact his latest releases, including playing as Chris Tucker in *Rush Hour*, a find the foe sub game and 60 frames per second mode.

This would not only be the ultimate beat-'em-up, it would be the ultimate game!

CVG: Using objects in fight games is always good for a laugh, and in the movies no-one fights better with household objects than Jackie. This needs humour to really make it a Jackie product, and maybe some levels from his earlier, more energetic movies.



SPACE ZONE: JOURNEY TO THE PAST

© Fionn Casey, 1999

You are on a journey to receive the lightning crystal. You begin your journey in your house. You can collect various types of weapons, like a chainsaw, a rocket launcher, double-barrel shotgun, turbo cannon and so on.

At the start of the game, you have the pistol, when you waste all your ammo, your weapon is punching and clicking. The game is an RPG. The object of the game is to find the lightning crystal.

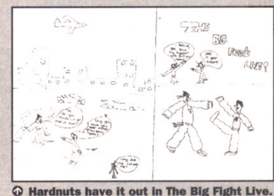
CVG: This sounds like the beginning of an old text-based adventure. Add a Wizard to the mix Fionn, and you've got a game.



CHILD SIZE PORTIONS OF MELTED MORSELS – THE BEST OF THE REST

Genetically enhanced seeds for gaming innovation. Place in any pot, and add water.

Liam Wright from Leicester says his idea of a "dream game" is **Policeland 2560**, which involves urban terrorism and building your own cars and guns. **Chris Waters from Perth** says his racing game, **Dream Drive**, is totally different from every-one else's because you could choose from a number of cool drivers. They would include gang-sters who drive big, expensive limos, drug dealers with Sierra Cosworths, and nutty bikers on big Harley Davidsons. **Jared Sidhu of Glasgow** sent in his idea for **Prison Manager**, a game in which you, er... manage a prison. **Adam Ghannay of Sidley** wants to see a fighters management game, where you go around the country looking for hardnuts to take part in a prize fight. The name of the game would be **The Big Fight Live**. Where have we heard that before? **WWF 2000** was sent in by **Thomas Sidgwick** and it is the "god of wrestling games", apparently. The most bizarre idea we've had this month is from **Kevin Forrest from Newcastle**, who wants to see a game called **Binman Turned Hitman**. In this game, a binman finds a gun one day and decides to become a hitman. With the money he collects from the first few hits, he redecorates his kitchen. Then, all of a sudden, he becomes a ninja and starts chopping people to bits! Then his mother finds out he's been reading dirty mags and kills him... Eh? We thought **Chris Saunders of Bloxwich**'s idea, **Rudolph's Revenge**, where the famous reindeer uses his red nose as a laser beam to kill elves, was bad enough. But Binman Turned Hitman?! At least they're different. We end with a couple of pretty unimaginative games based on the TV show, *Robot Wars*. First, **Adam Shenton from Nottingham**, who said his game, **Robot Wars: Battles of the Future**, is a cross between *Robot Wars* and *Gran Turismo*. **Wesley Bennett from Manchester** thought of a game called **Robot Wars**, which would be much like the TV show. Yeah, we know it would make a good game, but use your brain and come up with more original ideas.



Hardnuts have it out in The Big Fight Live.



drawinz wot you dun

I had a load of really awesome drawinz this month, but I went and lost them. So I've had to put all these in the mag instead!

KEY: Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT! | Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Only joking. There's some excellent drawinz this month. My own favourites are those by Kim Matravers and Edward Miro. But all the others on these pages deserve to be here for one reason or another!



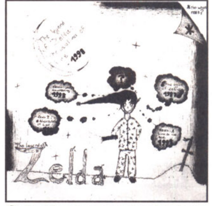
Someone Annar sent this. Annar, any more like this, and I'll bite a chunk out of your thigh!



Adam Insam sent us this excellent drawin' of Skullomania from Streetfighter.



Andrew, your effort is in vain – I've had enough of *South Park*.



Jim Kirou's superb drawin' shows how long he's waited for Zelda.



Gwilym John's spectacular dragon could've done with a bit more detail.



Chris Powers' Jin's had too much gin.



Suran Kuralatria's drawin' of his very own fighting hero.





(Left) Edward Miro and (above) Kim Matravers win this month's prize – the best bones I could find... 1993 vintage.

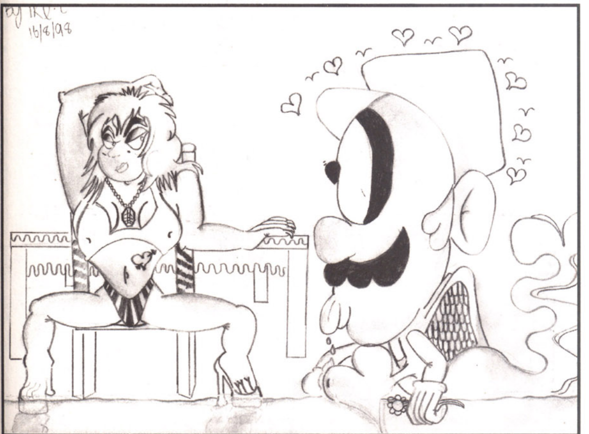


Nice one, Rodrigo San Martin.

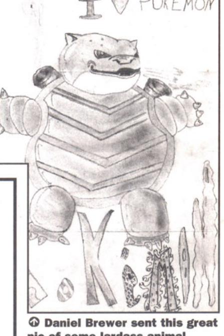


Daniel Withington sent us drawin' of Abdul when he's really happy.

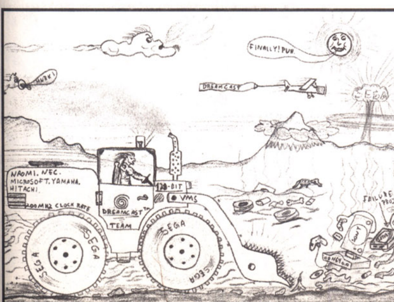
drawinz
Wot You dun



This was sent in by Ike Chukwindinma... Ike Chukwindinma? Is that really your name, Ike?



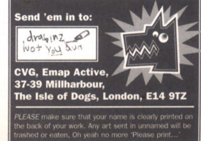
Daniel Brewer sent this great pic of some lardass animal.



Toralf Martin Haugen shows Sega as a tractor. Let's hope the real Sega is a sleeker machine. But nice drawin', Toralf.



Good work, from William Cenci.



Send 'em in to:

drawinz
Wot You dun

CVG, Emap Active,
37-39 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'



PLAYER'S GUIDE PART 2

You've had the game long enough to have played your way past the Great Deku Tree, tamed Epona and visited the Forest Temple – even without the aid of last month's guide in FreePlay. This month we'll take you right through to the end of *Zelda*, the most awesome game in the Nintendo 64's history, in one of the most detailed walkthroughs ever written.

THE WALKTHROUGH – PART TWO

1) TEMPLE OF TIME

Head back to the Temple of Time and Sheik will teach you the Prelude of Light, which allows you to instantly warp back to the Temple at any time. Then warp back to when you were younger, and you now have two options.

You can run around and bump up your health by getting a load of the Heart Pieces and planting Magic Beans to give you access to certain areas and generally filling up your inventory.

Or you can head for Kakariko Village and go to the Windmill. Play the Song of Storms to the guy, and the Windmill starts to turn, dropping the water level in the well. Drop down and you can enter.



2) BENEATH THE WELL:

Walk forward and drop down a ladder. A huge Skull thing will drop from the ceiling, so kill that and continue. Walk through the wall with the Skeleton resting on it and into the big room. Now turn right, and follow the water round.

When you see a stone carving thing on the wall, walk right up to it and you'll drop down a pit. Smash all the pots and walk into the main bit of the room. Kill the zombie and collect all the silver tokens. Blow up the two sets of rocks, and behind one is the map. The last silver coin is at the top of the ladder inbetween the blue flames.

Walk through the wall to the left and you'll emerge in the main room again. Walk forward until you see the wood lying on the floor to your left. Go through the wall behind that, around the wooden cross and through the wall on the opposite side.

Stand on the symbol and play Zelda's Lullaby to drain the water. Follow the path around until you end up at the entrance to the well. Drop down the bit where the water was to find a chest with some bombs. Now crawl through the hole behind you. Kill the Skull thing and go through the door.

To kill the mini boss, target his head and wait until he bends down to bite you. Three hits and he'll bury himself. Now you have to get caught by one of the hands, and he'll reappear. Wiggle the stick to break free then target his head again. Repeat this until he's dead and you'll get the Lens of Truth.

Now it's just a case of you exploring and getting all the remaining chests. Head for the market now, and play the treasure chest game. Use this Lens and you can see exactly what's in each chest!



3) GORON CITY:

Head to Goron City and you'll find a smaller Goron rolling around the centre level. Use the bomb to stop him. You find out that he is in fact Darunia's son and is named after you!

After a brief chat, he gives you the Goron Tunic, which will let you walk around Death Mountain Crater without getting burned. Drop down to the bottom level, and into Darunia's room. He isn't there obviously, but pull the statue to reveal a hidden passage to Death Mountain Crater. Once there, Hookshot across the bridge and Sheik will teach you the Bolero of Fire.

Now go across another bridge and into the Fire Temple.

4) FIRE TEMPLE:

Go up the stairs and through the door on the left. Speak to Darunia and jump onto the pillar by the door with the switch. Hit the switch, and speak to the Goron. The idea of this level is to free all the Gorons – behind every one you free is a chest.

Enter the first big room with the bridge over lava. There are two doors. Go left first and free the Goron and remember the tip he gives you. The one on the right needs to be blown up before you can get through.

Find the switch to turn off a flame for a few seconds. Go up to the flame that disappears and bomb the switch. This gives you time to climb up. In the room where the fire trail runs across the wire fences, you can jump up to the ledge where the locked door is.

Locate the rooms where small flames appear as you try to reach small pillars. Get to the one with a long wall of fire at one end. Whack the nearby switch and leap up to the mini boss.

Throw bombs at the spirit things so they explode, revealing the small bomb. Chase that round, getting as many hits as you can. Keep doing this until it's dead, then jump onto the block in the middle. When you emerge, jump on the switch near you, and run up the spiral stairs as quickly as you can before the flames come back.

Get the hammer from the chest and use it to whack down entire sections of the levels, and rusty switches. Whenever you see a block with a face on it, whack it with the hammer. Keep working your way through and you'll find another mini boss before you can get to the nightmare key and the final Goron.

To defeat Volvagia, wait until it's poked its head through a hole. Then get in close and whack it with the hammer. Now swipe away and get it with the sword. It'll disappear and fly out again. Target its head and wait until you've hit it once with the bow and arrow. It'll go back through one of the holes and then its head will pop out again.

Whack it with the hammer and the sword and it'll fly out of a hole again. This time it'll go straight up and into the ceiling, causing rocks to fall. Dodge all of those and it'll go back into a hole. Then start whacking its head again!



5) Death Mountain Crater:

When you leave, use the Hookshot to get back across the bridge and then take the next bridge to the left of the exit. Whack the boulders down with your hammer and go through to get more magic from the Great Fairy.

Now warp back to the Lost Woods and use the short cut there to get to Zora's Domain. Go through the fountain and into the level. You'll notice that everything is frozen over. Head out to the fountain and then onto the ice platforms. Use them to enter the level at the top of the map, the Ice Cavern.

6) Lake Hylia:

Fall off into the last remaining bit of water in the Lake. Now you must equip the new Tunic and the Iron Boots and sink to the bottom. Wait until you're standing on the bottom and the water has stopped swirling, and use the Hookshot on the diamond above the doorway to open it. Now head through and into the rock-hard water temple.



6) Ice Cavern:

Walk though the long corridor, avoiding the ice spikes falling from the ceiling. Once you get into the first room, destroy all of the Ice Statue things to open the door. In the next room with the giant blades, collect all of the silver rupees to open the door. In the next big room, run up the stairs and kill another ice statue.

Jump onto the platform with the hearts on it and kill any Ice Bats nearby. Now jump across to the flame near you and grab some in the bottle. This is what melts all of the red ice you see in the level. Get the map from the chest behind the blue flame and go back to the rotating fan, with some blue fire in a bottle.

In the next room, push the ice block to the red flame above you to get the final silver coin. Then you need to push it off the edge so a new one appears, push that to the flame itself to fill up your pot again. Now get a third block and push it to the final doorway you haven't reached and onto the mini boss. This is basically a white Wolfos. Wait until he has done his double swipe, then stab him in the back. The chest contains the iron boots. Sheik appears and teaches you the Serenade of Water.

Fill up your bottle with one last supply of flame and take it to King Zora, who gives you Zora's Tunic for breaking him free. The tunic, coupled with the iron boots, lets you breath underwater. Now use the warp and head off the Lake Hylia.

7) Water Temple:

Stand on the ledge by the water's edge. Equip to iron boots and drop straight to the bottom. Go through the doorway with two torches either side and you'll find Princess Ruto. Switching to normal Kokiri boots and follow her. Go through the door and kill the spike balls to get the map. Go back through the door and stand in front of the Triforce symbol. Play Zelda's Lullaby to lower the water level. Go to the bottom, and shoot an arrow though the flame to light the other two torches.

Kill the clams inside to get a key. Go back to the main room. Find a block beside a slightly raised platform. Push it all the way into the water. Drop in there yourself and swim underneath the ledge. Kill the pond skater thing on the other side and then hit the switch to raise the water. Use it to jump across the gap and then go through the door.

Jump into the swirling pool and wait until you're just above the gap in the door. Equip to iron boots and drop down onto the ledge. Use the Hookshot and shoot into the mouth of the dragon and you'll hit the switch even if you can't see it. Go through and kill the clams.

Now float upwards and get another key. Head back to the main room. Go through the locked door, which is also on a raised platform. Go in and use the Hookshot and target to hoist yourself up. Raise the water level from here and drop back down. A new hole appears where a block used to be.

Dive down to get another key from the chest. Swim to the top and out of the door. You'll be back in the main room. Walk around and then run around until you find two pots by a doorway. Hookshot across and go through.

Pull yourself up using the targets and whack the switch to open the chest with compass in. Go back to the main room and run around the opposite side of the main pillar. Hookshot across to the locked door and go through. Stand on the water jet and look up.

Kill the pond skater, then shoot the switch to go up a level. Play the Ocarina again by the symbol to raise the water again. Drop down, and go through the locked door below-left of this ledge. Make a mental not of this door, then sink back to the bottom of the stage.

Go back to the room where you met Ruto and float back up to the top and drop the water level again. Now go back to the main room and into the centre pillar. Raise the water once more and exit to the main room again. Now drop back down to the bottom and through to Ruto's room again.

When you float up, you'll be at the crack in the wall. Bomb it and get the key from the chest. Go back to the door on the top level (you have to raise the water once more) and go through to the room with the waterfall and moving platforms. Hookshot your way up the waterfall and go through the locked door.

Using the switch in the centre and the targets, make your way around the room and up to the ledge. Kill the two pond skaters and the blob, then go through to face Dark Link. There are two ways that you can kill this pesky sub boss. The easiest is to let him get close and use Din's Fire, but you'll need a magic meter refill to get it to work.

The second is to use the spinning sword attack. This is more difficult, but will get him in the end. The Longshot is your reward.

Play the Song of Time on the block behind the chest and fall down. Work your way along, taking care not to get caught by the vortexes.

Get to the end of the river and use the Longshot to hook onto the target above the water. Fire an arrow at the gold eye and Hookshot onto the chest before the door shuts. Go through the main room, up to the second level. Here, go to the door with the gold eye below it and shoot it with an arrow.



Now nip through using the Longshot, push the block and get the key from the chest, then sink back to the bottom level. Go to the uppermost exit on the map and use the Longshot to get across the spikes. Go through the locked door and get across the water, while trying to avoid the pond skaters.

Go through the door and kill as many of the stingrays as you can with the Longshot. Drop down and bomb the crack in the wall. Swim across the pool and bomb the wall to the left. This should enable you to get to the front and back of the block.

Now push and pull it, so that it falls onto the switch. The water level is raised and you can continue. Go through the door and step on the switch. Use the water plumes to jump the gap and go through the door. Run forward into the next room, wait for the boulder to roll past, the turn right.

Kill the Skulltala and drop down the hole using the iron boots. Float up on the other side, and go through the door to get the nightmare key. Now head back into the main room, raise the water once more and Hookshot across to where the boss is.

To kill the boss, wait until the brain bit leaps out of the water and Hookshot it away from the water tentacle. Then whack it with your sword. Easy.

8) Lake Hylia:

Leave the Temple and talk to Sheik. Once he's gone, run to the right and fire an arrow into the sun. This will make the fire arrow drop down, so swim over and collect that. Now head to the fishing game and speak to the guy. Say you want to fish and catch a new record.

He'll give you the Golden Scale as a reward. Now go to the Lakeside Laboratory and dive in the pool. If you touch the bottom you'll hear a noise, so come back up and talk to the old guy. He gives you a piece of heart. Now head for Kakariko Village.

9) Kakariko Village:

The Village is in trouble. Watch the developments and Sheik will teach you the Nocturne of Shadow. Play this and you'll end up at the top of the graveyard. Walk down the slope and use Din's Fire on the centre platform to light all of the torches. Now go into the Shadow Temple.

10) Shadow Temple:

On this stage you need to use the Lens of Truth otherwise you'll get nowhere. The first puzzle involves the bird and the skulls on sticks. The bird will tell you to point its beak at the Skull of Truth. Look through the Lens and only one of the skulls will be visible through it. Point the beak at that and a door will open as you walk away.

Find the secret passage in this room, and go through. In the next room activate the Lens and run round to your right. Go in the first door on the right and collect the map. Work your way through and defeat the claws boss again to get the hover boots.

Now go back to the first main room. Run towards the ledge with the Hover boots on and you'll just make it. Go down the slope and turn right. Kill both the mummies to get the compass. Run straight across and pick up all of the silver coins and get the dungeon key.

Go back to the room with the three doors and Beamos. Plant a bomb next to the only doorway that isn't a fake and go through. Run down the long corridor but avoid the skulls that falls down. Get into the huge green looking room and go straight, past some guillotines and onto a fight with a skeleton.

Kill him, and jump onto the moving platform to the right using the hover boots. Wait until it reaches it highest position and jump onto the platform with more silver coins on it. Go through the door and into the room with the spikes falling down.

Use the Lens and you'll see a block inside the wall that you need to pull out. Now you can move the block so it stops the spikes from hitting you. Stop it about half way so that you can get the chest and the Skulltala in the cages and then pull it all the way so you can jump up onto it, hit the switch and get the key from the new chest.

Go back out to the massive green room. Walk into the moving platforms you jumped down from and you'll see a small pathway leading to a guillotine. Activate the Lens and you'll see some platforms appear behind the Lens. Jump onto the first and wait until the second appears and climb on to be taken to a door.

Use the Lens in the next room straight away and you'll see some spikes hidden. Kill the two zombies to get a chest and go through the door to your left and jump up one of the stairs and throw the bomb into the pot and you'll get the key you need. Go back to the room with the invisible spikes and collect the silver coins.

Here's a tip - some targets can only be seen through the Lens, so look all around.

Use the key on the door and continue. Put on your Iron Boots and the fans will have no effect on you. Walk through, dodge the fire the eyes above the door spits at you and go through the door. Kill the two zombies and listen to what Navi says.

There is a hidden chest in the corner. Exit the room and use the Lens. You'll see a passage in the wall. Stand level with it, and wait until the noise of the fans comes on. Switch to the hover boots and you'll be blown across. Blow the rubble up next to you and then use the Lens to see the chest with a key in it.

Kill the mummies to reveal another chest. The next room has a giant ship in it. Go over to the block and pull it out and into the hole by the ladder. Jump onto the boat and stand right on the edge and play Scarecrow's Song to get access to the hearts and a Skulltala.

Now stand on the Triforce symbol and play Zelda's Lullaby to make the ship move. Defeat two Skeletons and jump off when Navi tells you it's sinking. Go through the door and equip the Lens. Keep it on in this room as it's the only way you'll be able to see all the hidden walls.

There are four exits from each room and it's best to visit all of them. One has the nightmare key. To get it, you need to use Din's Fire to burn both of the wooden spike walls closing in on you. Now head back to the room where you jumped off the boat. Walk back up the path and look across the river. You'll see a group of bomb plants.

Fire a Flame Arrow at them to make a bridge for you. Go across and play the Song of Time to make a block appear by the pillar with the heart on. Once up there, play the Scarecrow's Song to get you up to the other platform. Now go through the door.

Use the Lens to see the path and go through to the boss. This boss is tough to begin with, but easy once you get the rhythm. Target one of the hands and Hookshot it. It'll turn blue. Now do the same to the other.

Equip the Lens and you'll see the eye of the beast. Target it, get out the Hookshot and fire when it's almost hitting you. Now slash away with the sword. If the hands turn into fists you cannot damage them, but you can if it's a palm. Keep repeating that and you'll be okay.



11) Gerudo Valley:

The end is getting nearer! As soon as you enter the valley, speak to the carpenter and you'll find that the other carpenters are needed to fix the bridge. Head onwards and into Gerudo Fortress and as soon as you try and enter any of the buildings, you're thrown in jail. From here you can find all of the carpenters.

Look up from your cell and you'll see an opening. Longshot up. Now drop down to the ground outside and you'll land near a door to your left. Go through and speak to the guy behind the bars and fight the guard. Once beaten you get a key which frees the guy, who is Ichiro the Carpenter.

Go through the door to the left as you leave the cell and then straight through the next door you see. Go up the slope, turn right, run past the first crate and up the slope. As soon as you exit, run forward and left, up a small ledge and into the door next to you. Jiro the Carpenter is here waiting to be freed.

Turn right out of the cell once he's gone, and go up the slope. Ignore the door in front of you for now. Jump down a level and go in the door. Sabooro the Carpenter is the third of the four waiting for you to be freed. Go back out the way you came, up the vines and in the door you ignored.

Shoot all of the guards with arrows - there are three in total so be careful - and go up the slope opposite you. When you emerge, jump down one level and a door will be in front of you. Go in and stand still. Wait for the guard to walk past you and shoot her. Now turn right, the first left and into the hall with Shiro, the last Carpenter.

You also get the Gerudo Membership Card here which lets you walk about without getting shot. Now head the top of the Fortress and into the desert.

12) HAUNTED WASTELAND:

Speak to the guard at the top of the tower and she'll open the gate for you. Go into the desert and run towards the crate in front of you. Opposite that is another crate so Longshot onto that. Now follow the flags until you reach a small stone hut. On top is a small plaque. Read it and activate the Lens to find the ghost.

Follow the ghost and you'll end up at the Desert Colossus. If you need health, follow the left hand wall, and when you see a dried up pond stand on the stone and play the Song of Storms to fill it up and make fairies appear.

Alternatively, take the right hand wall and follow it until you come to two palm trees. In between the is a crack in the wall, which once bombed reveals a Great Fairy. Go into the Spirit Temple and you'll find that you need to be a boy.

Walk outside and Sheik will teach you the final Ocarina Song that let's you warp back to the Desert. Go back to the Temple, change to a young boy again and come back. The Spirit Temple awaits!

13) SPIRIT TEMPLE:

Walk up the stairs and go left. Help Nabooru, then go through. Kill four bats and the statue in the middle, then go through the door that's just opened. Kill the Skeleton and the flaming skull and use the boomerang to hit the switch and bring down the bridge.

In the next room, only fire can kill the flame-spitting worm thing. So, run around until you're facing the door with the bars, on the other side of the room. The creature will be facing you. Fire the slingshot at the switch so the fire comes on and the worm dies. Go on through the open door.

Collect the silver coins and kill the bats. Light the two torches to get a chest. You come back out in the room you started, so crawl through the other gap. Go through the locked door, kill the skulls on the wall and climb up. Kill the skulls and lizards in this room and check the rock wall to your right.

Use a Bombchu to blow up the rock and let the light in. The door opens. Push the statue off the edge of the platform and it'll land on a switch and open a door. Run up the stairs and go through the door.

Collect all the silver coins again and use the flame to light the other torches. Then pull the grey block with the sun on it into the beam of light. Go through the door and up the stairs, into the big hall. Run up and whack the guy in the chair and he comes to life. Doing away with him is pretty straight-forward. If you need health, let him knock down the pillars, as they all contain hearts.

The chest outside contain the Silver Gauntlets. Now you must change back into an adult so warp to the Temple and warp back again. Push the huge silver block and go through. Kill the laser and Hookshot the switch on the ceiling.

Go through the door that's just opened and kill the Wolfos. Play Zelda's Lullaby on the Triforce symbol and use the chest to Hookshot across. Collect all the silver coins and go through the door.

Kill the blob and get the key from the chest. Now go back to the room with the switch on the ceiling and go through the locked door. Equip the Lens and kill the giant hand. Now push the statue so the light shines on each of the sun icons. Open the first chest, but ignore the second. The third will open the door so go through.

Drop down to the bottom level, and light the two flames to get the map. There is a target just above the statue by the door you came in from, so Longshot back up. Run to the top and equip the hover boots. Run off the edge and land on the hand of the statue with the Triforce symbol on it.

Play Zelda's Lullaby and Hookshot across to the chest on the other hand. Hookshot back up to the door you came in through and go up to the top and through the locked door.

Throw a bomb at the laser and flame arrow the three worm things to unlock the door. Go through to the room with four statues. You have to make one of the statues touch the switch so you can get through. Use the Lens to uncover two hidden chests in the small corridor and continue through to face another Iron Knuckle mini boss.

Beat him and get the Mirror Shield from outside! Go back to the room with four statues in it. Hold the shield in the beam of light and reflect the sun onto the sun on the wall. This opens the door. Go out the door to your right, and through the door in front of you.

Kill the two lasers and Longshot the Skull on the moving wall. Use the Longshot to hook onto the top brick panel. Go through the door and play Zelda's Lullaby on the Triforce symbol. Bomb the door to the left of the chest and shoot the eye with an arrow.

Now get to the chest. In the next room, whack the switch through the railings and go through the now open door. Defeat the lizard and reflect the light onto the sun above you to get a chest. Go through to the mirror and bomb the wall on your left.

Push the mirror so the beam touches the mirror in the room you've just opened. Now push the second mirror so the beam goes past the switch. Go back out of the room where the light is now shining and reflect the beam onto the sun. This causes the entire platform to drop down.

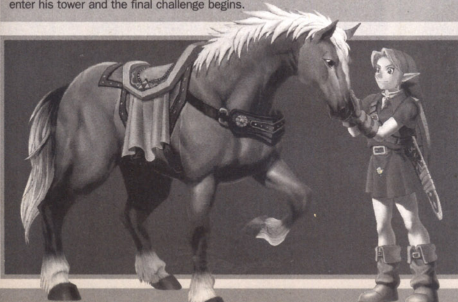
Reflect the beam onto giant statue's face, then Hookshot onto the gate that appears. Inside is the boss. Defeating the Iron Knuckle is easy. Once he's defeated, go to the real boss. Reflecting their magic is the key here.

When one of the sisters fires at you, target her and hold out the shield so that the beam goes away from you. Now run to either side so that beam hits the other sister. Do this about four or five times and they'll morph into one. Now, when they fire spells at you the shield will absorb them.

Once you've absorbed three of the SAME spells, it'll fire back at the witch and you can jump across and start whacking her. If you've got Biggoron's Sword, six hits later and she's dead. The final level awaits.

14) TEMPLE OF TIME:

You can head back to Gerudo Valley and finish the training ground level to get the Ice Arrow if you like, but it's not essential. Otherwise, warp to the Temple of Time to be given another cut sequence and a cool plot twist. Once it's all settled down, head to Ganon's Tower. As you approach the entrance the Sages will make a bridge for you to enter his tower and the final challenge begins.





18) Ganon's Tower:

Head for the Green (Forest) level first. In the first room use Din's Fire to light the four torches and a flame arrow to light the fifth above the door. Use the hover boots to collect the five silver rupees and through the door. Shoot the ball with the light arrow.
Head for the Blue (Water) door next. In the first room kill the two transparent freezing statue things and melt the red ice. Now move on of the blocks into the hole, and push the other into the small crevice so you can get up, melt the red ice and whack the switch. Shoot the next pod and head for the Purple (Shadow) stage. Light the torch on the right with the fire arrow and run across the now visible platforms. Dodge the blob thing for now and across to another platform. Look down to your right and land on the switch. If you're quick you can do this before the flame burns out.

A chest appears on the ledge you've just come from, so use that to Longshot back up again. Get the Gold Gauntlets from inside. Now head back and equip the Lens. Follow one of the paths down to the rusty switch which opens the door. Hit that, work your way back to the platform and then go through the door.

Now you have the Golden Gauntlets, leave Ganon's Tower and cross back over the Rainbow Bridge. Go left and down the passage. Lift the huge block at the end and go through to get extra defensive power from the fairy. Now go back to the tower.

The Red (Fire) rooms are next. Use the hover boots to run over the centre platforms and it won't sink. Collect all the silver coins - the huge rock you pick up acts as a platform for the last rupee - then go through the door. Fire the light arrow to kill the pod.

Pick up the huge rock on the floor to enter the light rooms. Equip the Lens of Truth as soon as you enter and you can see three bats and a Skull hanging from the ceiling. Kill those and get a key. The other chests hold money, if you can be bothered.

Play Zelda's Lullaby on the symbol in the next room use the key you get. Collect all the silver coins and go through the door. Use the Lens again and you'll a secret wall that leads to the Light ball.

Only one to go. Go into the spirit rooms now. Pull the statues away from the wall so you get more chance to collect all of the silver rupees in the first room. Kill the two flaming things in the room, then whack the switch with your sword. You'll get Bombchu's from the chest.

Use one of the Bombchu's to go over the fence and get the switch at the far side of the room. Go through the room and into another cave with four sun faces on the wall. Fire arrow the web above you to make a hole in roof and reflect the beam onto the suns. If you get a wrong one, watch out as the ceiling hands will come down and grab you, so keep on the move. Now head into the main part of the tower.



Warning: Major Game Spoilers Ahead!

Do not read the next section unless you are at the final boss. If you do, and you find out more than you wanted to know, it's your own fault! By the way, it's definitely worth having some green potion in one of your bottles.

Ignore the bats and run up the stairs and into the door. Kill the two lizards and again, go through the newly opened door. The next room has two skeletons for you to kill. Do so and the Boss Key is yours. Go through the door behind the chest and up another flight of stairs.

Two Iron Knuckles await you in the next room. Defeat them and go through the door and up another flight of stairs to the boss. Go through the door to your right and climb the last set of stairs to find Ganon.

To defeat the first Ganon, wait until you have control back, then quickly run to the walls. Now turn to face him once some of the blocks have fallen down and wait until the throws magic at you. Keep whacking them back with your sword and when he finally gets hit by one, fire a Light Arrow at him. Now get in close a get slashing. About 10 hits and he'll be down.

The tower is collapsing and you have only three minutes to escape. Follow Zelda all the way down the tower, making sure that she always leads the way. You have to stay close to her, otherwise she stands in one place and waits for you. Kill the two skeletons when she gets trapped to free her. Once outside that's it.

Or is it...

NO! HE'S BACK! This time, he's a lot tougher than before. Once the size of this huge beast appears before you target his head. Now using your speed run around the back of him and the target will switch from it's head to tail. Whack the tail with the Megaton Hammer to register a hit. Keep repeating that without process and he'll weaken long enough for you to get your sword back.

Now you have to fire a light arrow into his eyes, then run around the back and use the Legendary Sword to whack the tail, not Biggoron's. About 10 hits later, he'll fall before you. All you have to do is administer the final blow and it's all over!

WHAT AN AWESOME GAME!

Heart Piece Locations:

The following are all the Heart Piece Locations. Next to each is the age at which you have to get them. If there is no Young or Old next to the location, then age doesn't matter.

Lost Woods (Young) – Enter the Lost Woods, turn left and jump on the Stump. Talk to the Skull Kid and play him Saria's Song.

Lost Woods (Young) – After entering the Lost Woods, turn right. Go down the ladder and jump on the stump. Play a song with the two Skull Kids. Keep up with them to get the heart.

Goron City (Young) – Light a Deku Stick in Darunia's room. Run out and light the torches around the pot and it'll start spinning. Run to the top and throw a bomb inside.

Dodongo's Cavern (Adult) – Plant some magic beans by the entrance to the cavern as a youngster and return as an adult. Use the platform to get to the Heart Piece.

Hyrule Field (Adult) – Exit the market and turn right. Bomb the tree that's furthest away. Fall into the crater, and use the Iron Boots and Zora's Tunic or the Gold Scale to get the heart.

Hyrule Field (Young) – Go to the entrance to Lake Hylia and find the area that is completely fenced in. Drop a bomb in the middle, fall down the hole and beat the Deku Shrub and he'll sell you a bit for 10 rupees.

Lon Lon Ranch (Young) – At the far end of the ranch is a shed. Go in and move the boxes until you see the hole. Crawl through and get a Piece of Heart.

Market (Young) – At night, run past the white dogs – one of them follows you. Take it to one of the houses in the back alley to a woman. If the dog is hers, she'll give you a Heart Piece.

Market (Young) – Keep winning the Bombchu Bowling Game until you receive a piece of heart. The prizes are random, so you can keep playing to get a bomb bag upgrade as well.

Market (Young) – Use the Lens of Truth in the treasure chest game. Easy.

Kakariko Village – After you talk to the Great Fairy at the top of Death Mountain, the owl gives you a lift back to the

village. He drops you off on a roof. Look over the edge and you'll see a ledge. Fall down onto it, go through the door and get the heart.

Kakariko Village – Collecting 50 Gold Skulltula's and returning to the House of Skulltula will gain you another piece.

Kakariko Village (Adult) – Use the Longshot to get to the guy sitting on the roof in the village.

Kakariko Graveyard (Young) – Go to the graveyard at 3am and talk to Dampe. Make him dig in the soft soil spots and he'll eventually find a piece.

Kakariko Graveyard – In the last row of graves before the Royal Family's Tomb, pull the centre stone and enter the crevice. Then kill the Zombie, play Sun's Song.

Kakariko Graveyard (Adult) – After racing Dampe in the graveyard, you'll come to the windmill. Jump on the rotating platforms to reach the Heart Piece.

Kakariko Graveyard (Adult) – Head back to Dampe's Tomb after you've won the Hookshot. Race him again and finish in one minute or under.

Kakariko Graveyard (Adult) – Plant a magic bean in the soil as a young pup and then come back as a Teenager to be taken up to a crate. Smash it and take the Heart Piece.

Zora's River (Young) – Stand on the fallen log and play the Song of Storms to the frogs.

Zora's River (Young) – After playing the other five songs to the frogs, you play a bug-catching game. Use the Note Buttons to make the frogs jump.

Zora's River (Young) – Once you've got the Boomerang, come there is a bit right by the waterfall. Use the new item to hook it back to you. It saves having to carry the chicken all the way there.

Zora's River (Young) – Again, use the Boomerang to hook the one in the middle of the river on the high platform.

Zora's Domain (Young) – Light all the torches in Zora's Domain including the two behind the waterfall.

Zora's Fountain (Adult) – After you get past Zora's Domain as an adult, jump from platform to platform to get the Heart Piece on the right side of the map.

Zora's Fountain (Adult) – After you get the Iron Boots and Zora's Tunic, put them on and drop to the bottom of the centre of Zora's Fountain.

Lake Hylia (Young) – Catch a 10-pounder in the Fishing Pond.

Lake Hylia (Both) – Use the Golden Scale to dive to the bottom of the Pool in the Lakeside Laboratory. Iron Boots won't work though.

Lake Hylia (Adult) – Planting a bean by the Lab. Jump onto the roof as an adult. Climb the ladder and hey presto!

Ice Cavern (Adult) – Use blue fire to melt the Red Ice in the room with the fan. Use more blue fire to melt the heart stuck in one of the red ice blocks.

Death Mountain Crater (Adult) – Jump onto the Magic Bean platform and jump off once you see the piece in the crater.

Death Mountain Crater (Adult) – Get back onto the Bean Platform and wait on it. It'll go past the area where you found the first heart and onto the wall where the second is located. Simply jump off to get it.

Gerudo Valley (Adult) – Pick up the Cucco and fly through the waterfall to the right. There is a secret area inside.

Gerudo Valley (Adult) – Opposite the waterfall is a small crate. Use the cucco to fly from the bridge over to it.

Gerudo Fortress (Adult) – As you try to find the Carpenters inside the fortress, get to the rooftops and use the Hookshot to reach the chest with the Heart Piece.

Gerudo Fortress (Adult) – Once you've nabbed the Gerudo Training Card, get Epona and head for the Archery game. Score 1,000 points or better and you win the heart.

Desert Colossus (Adult) – Plant a seed near the entrance to the Spirit Temple. As an adult, the platform takes you to the heart.

Happy Mask Trading:

You can't use the Happy Mask shop until you've spoken to the guard at the gates to Death Mountain in Kakariko Village. So look him up and he'll ask you to buy the first mask for him.

1. Keaton Mask: Take this to the guard in front of the path to Death Mountain.

2. Skull Mask: Enter the Lost Woods and take the first left. Wear the mask, then jump onto the stump and the Skull Kid that appears buys your mask.

3. Spooky Mask: Sell this mask to the kid in the graveyard.

4. Rabbit Mask: In Hyrule Field, find the jogger to the right of the castle as you exit. Follow him until nightfall, and he sits down for a rest. Walk up to him wearing the mask, and he gives you enough cash to fill up your wallet!

5. After selling the rabbit mask get four new masks from the shop: the Zora, Goron, Gerudo, and the Mask of Truth. They have different uses, so try them out.

Biggoron's Sword:

Once you've become a teenage Link, you'll find items that you can only trade with. Trade all the items in the correct order to win the prize that awaits you!

1. Pocket Egg
Speak to the Cucco Girl in Kakariko Village and she gives you her Pocket Egg. When it hatches, take it to Talon and wake him up. Now take it back to the Cucco Girl.

2. Cojiro
The girl then gives you another Chicken called Cojiro. Go to the Lost Woods, take your first left and give the Cojiro to the bloke asleep by a tree stump.

3. Odd Mushroom
He gives you a Mushroom, but it only has a couple of minutes' lifespan. Leg it to Kakariko and find the secret potion shop, at the back of the normal one. Give the mushroom to the witch.

4. Odd Potion
Head back to where you got the Mushroom, and a small girl will be there. She asks you to hand over the potion.

5. Poachers Saw
She gives you the Poachers Saw. Take this to the Carpenter at Gerudo Valley.

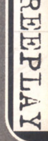
6. Broken Sword
The carpenter gives you a Broken Goron Sword. Take this to the top of Death Mountain to Biggoron, who'll fix the sword for you but needs some eye drops first.

7. Prescription
He gives you the Prescription to take to King Zora so you can get his drops. When you reach the King though, he takes the Prescription and gives you the key ingredient.

8. Eyeball Frog
You need the Frog to make the drops, but only the Professor at Lake Hylia can do it.

9. Eye Drops
Take the drops to Death Mountain before they go "off". Now give Biggoron the drops. He can see again, and fix the sword.

10. Claim Check
Biggoron gives you a Claim Check and tells you to return in three days to pick up the sword. Do so, and then marvel at the awesome new weapon you have! Cool!



OFFICIAL CHART ROUND-UP



UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**FIFA '99**	**EA**
2	NE	PREMIER MANAGER '99	GREMLIN
3	3	TOMB RAIDER 3	EIDOS
4	2	BRIAN LARA CRICKET '99	CODEMASTERS
5	4	TENCHU	ACTIVISION
6	6	GRAN TURISMO	SONY
7	7	MUSIC	CODEMASTERS
8	5	CRASH 3: WARPED	SONY
9	8	TEKKEN 3	SONY
10	9	COOL BOARDERS 3	SONY

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**GRAND THEFT AUTO**	**TAKE 2**
2	NE	SOUL BLADE	SONY
3	RE	TOMB RAIDER	EIDOS
4	5	RESIDENT EVIL	VIRGIN
5	2	TOCA TOURING CAR	CODEMASTERS
6	3	ODDWORLD: ABE'S ODDYSEE	GT INTERACTIVE
7	4	DIE HARD TRILOGY	EA
8	6	TEKKEN 2	SONY
9	7	TIME CRISIS	SONY
10	8	V-RALLY	OCEAN

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**TUROK 2**	**ACCLAIM**
2	NE	ROUGE SQUADRON	THE GAMES
3	3	V-RALLY CHAMP EDITION '99	INFOGRAMES
4	2	1080° SNOWBOARDING	THE GAMES
5	5	LEGEND OF ZELDA: OCARINA OF TIME	THE GAMES
6	8	SUPER MARIO KART 64	THE GAMES
7	6	WCW vs NWO: REVENGE	THQ
8	4	F1 WORLD GRAND PRIX	THE GAMES
9	7	ISS '98	KONAMI
10	9	F-ZERO X	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**3**	**WORMS: SOLD OUT**	**SOLD OUT**
2	NE	ULTIMATE SOCCER: ADD ON	CENDANT
3	1	BALDURS GATE	INTERPLAY
4	4	CANNON FODDER: SOLD OUT	SOLD OUT
5	2	HALF-LIFE	CENDANT
6	RE	THEME HOSPITAL: CLASSIC	EA
7	7	GANGSTERS	EIDOS
8	8	SIM CITY 2000: CLASSIC	EA
9	RE	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
10	NE	OUTLAWS: SOLD OUT	SOLD OUT

JAPANESE MULTI-FORMAT SALES TOP 10

1	**CHOCOBO'S MYSTERIOUS DUNGEON 2**	**PLAYSTATION**
2	TALES OF FANTASIA	PLAYSTATION
3	STREET FIGHTER ZERO 3	PLAYSTATION
4	DUEL MONSTERS	GAME BOY
5	CRASH BANDICOOT 3	PLAYSTATION
6	BEAT MANIA APPEND 3RD MIX	PLAYSTATION
7	SONIC ADVENTURE	DREAMCAST
8	MARIO PARTY	N64
9	POKÉMON CARD GB	GAME BOY
10	DRAGON QUEST MONSTERS	GAME BOY

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WCW THUNDER**	**PLAYSTATION**
2	CONTENDER	PLAYSTATION
3	BATTLE TANX	N64
4	FINAL FOUR '99	PLAYSTATION
5	TUROK 2	N64

AMERICAN PC SALES TOP 10

1	**BAULDERS GATE**	**PC**
2	BROOD WAR	PC
3	CLOSE COMBAT 3	PC
4	MYTH II	PC/MAC
5	GANGSTERS	PC

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**ZELDA 64**	**N64**
2	SONIC ADVENTURE	DREAMCAST
3	QUAKE 2	PC
4	TOCA 2: TOURING CARS	PLAYSTATION
5	ISS PRO '98	PLAYSTATION

YO
YO YO! WORD!
BACK ONCE AGAIN
IT'S THE OCARINA
MASTER! YEAH BOYEE!
WHAT TIME IS IT?

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	VIRTUA COP 2	SEGA
2	SEGA RALLY	SEGA
3	VIRTUA FIGHTER 2	SEGA
4	NIGHTS	SEGA
5	ELEVATOR ACTION	TAITO

DREAMCAST IMPORT TOP 5

1	SONIC ADVENTURE	SEGA
2	SEGA RALLY 2	SEGA
3	VIRTUA FIGHTER 3tb	SEGA
4	EVOLUTION	SEGA
5	INCOMING	SEGA

PLAYSTATION U.K. TOP 5

1	METAL GEAR SOLID	KONAMI
2	ROLLCAGE	PSYGNOSIS
3	PREMIER MANAGER '99	GREMLIN
4	G-POLICE: PLATINUM	PSYGNOSIS
5	A BUG'S LIFE	SONY

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VIII	SQUARE
2	BLOODY ROAR 2	HUDSONSOFT
3	EHRGIEZ	SQUARE
4	R4 – RIDGE RACER TYPE 4	NAMCO
5	STREET FIGHTER ZERO 3	CAPCOM

PC TOP 5

1	HALF-LIFE	CENDANT
2	CHAMPIONSHIP MANAGER 3	EIDOS
3	TIBERIAN SUN	EA
4	SOUTH PARK	ACCLAIM
5	HERETIC 2	ACTIVISION

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	WCW vs NWO: REVENGE	THQ
3	ROGUE SQUADRON	ACTIVISION
4	TUROK 2	ACCLAIM
5	SOUTH PARK	ACCLAIM

NINTENDO 64 IMPORT TOP 3

1	SMASH BROTHERS	NINTENDO
2	MARIO PARTY	NINTENDO
3	BATTLE TANX	THE 3DO COMPANY

GAME BOY TOP 3

1	ZELDA	GAME BOY COLOR
2	POKÉMON BLUE	THE GAMES
3	POKÉMON RED	THE GAMES

ARCADE TOP 5

1	HOUSE OF THE DEAD 2	AM1
2	STAR WARS TRILOGY ARCADE	AM8
3	SPIKEOUT	AM2
4	KING OF FIGHTERS '98 NEW EDITION	SNK
5	GTI CLUB	KONAMI

CVG's Top 15 GAME SERIES WE WISH WOULD JUST... GO AWAY

1. Rayman
2. Megaman
3. FIFA
4. Tomb Raider
5. Gex
6. Worms
7. Croc
8. Carmageddon
9. Test Drive
10. Need for Speed
11. San Francisco Rush
12. All Cruisin' Games
13. Crash Bandicoot
14. Mortal Kombat
15. Psychic Force

in no particular order